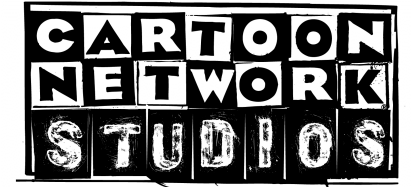




# “Ghost Princess”

## 1008-077

### Network Pitch



Date 06/21/11

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval 06/21/11
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

Adventure Time Created by  
Pendleton Ward

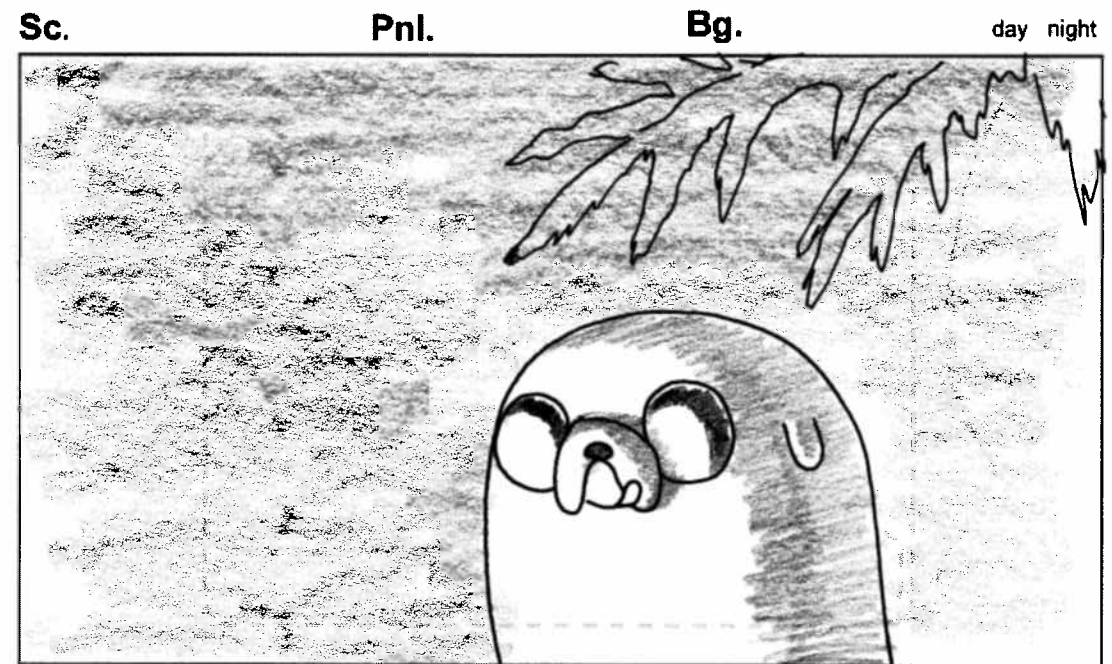
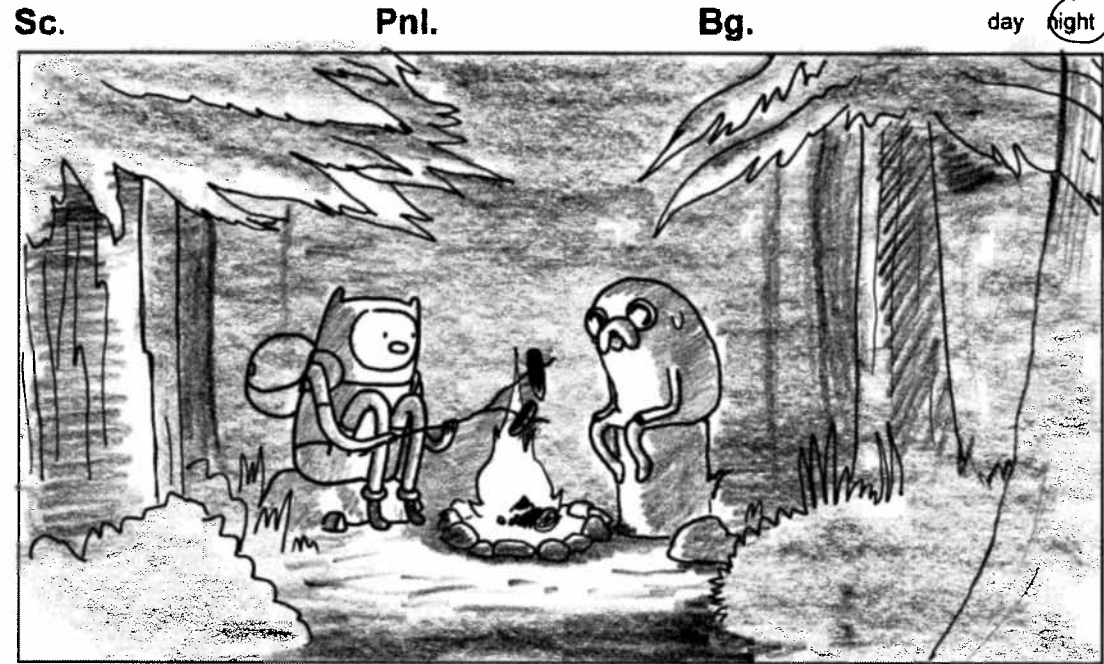
Creative Director  
Nate Cash & Adam Muto

Storyboard by  
Jesse Moynihan & Ako Castuera

# ADVENTURE TIME



Page 1



Dialog:	<p>Ⓕ Just about done!</p> <p>Ⓖ mmm!</p>
Action:	
Timing:	

EPISODE # 100877

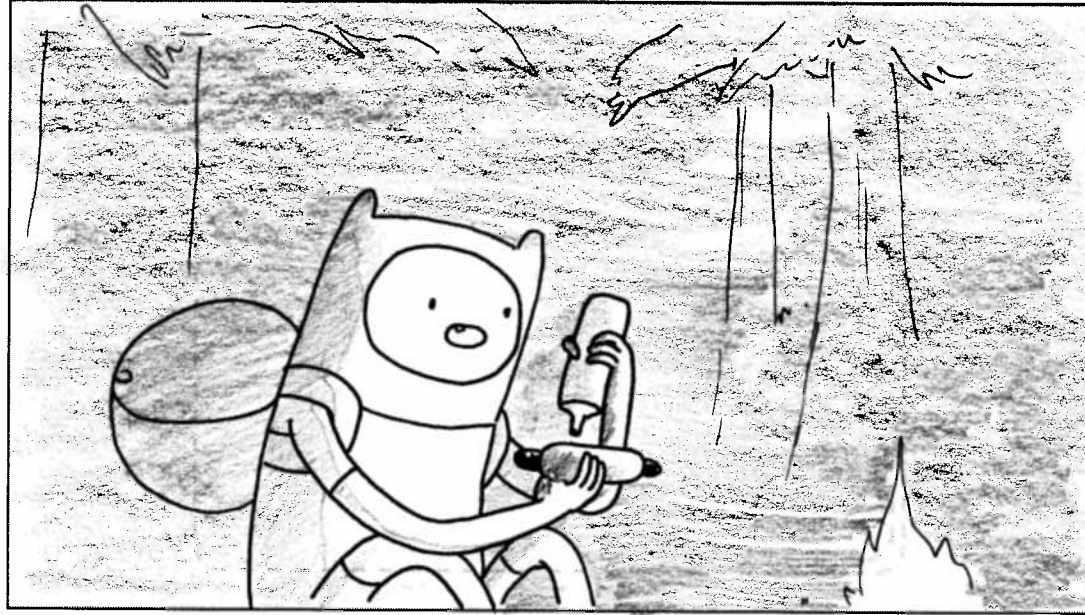
Production :

# ADVENTURE TIME

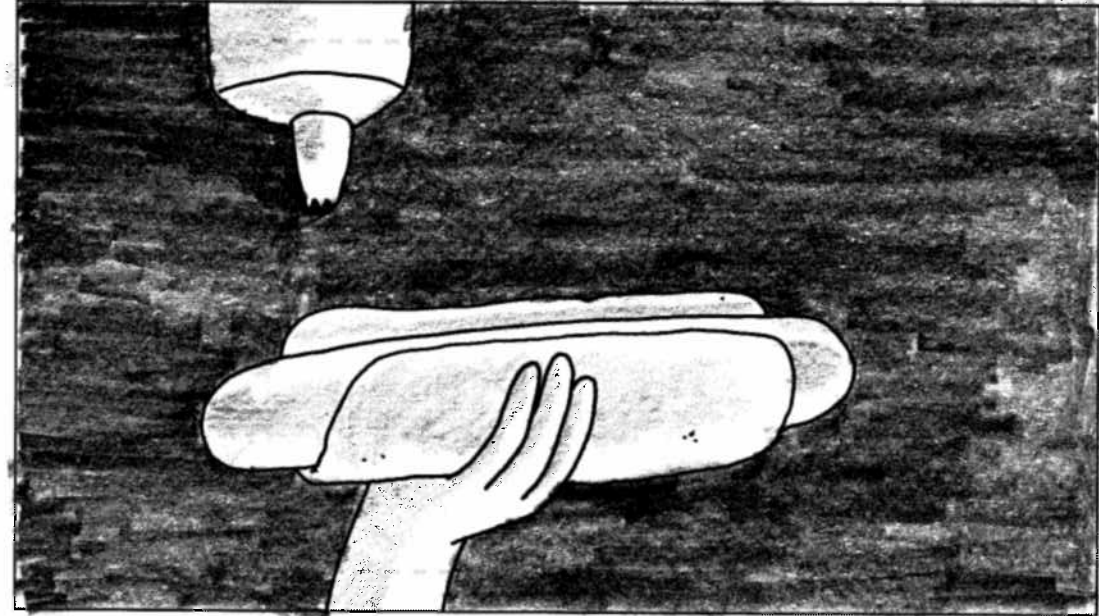


Page 2

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

ⓕ

alt/how much Squezy cheezy for your deezy?

ⓕ

Action:

Timing:

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(F) A Little?

(F) A Lot?

Action:

Timing:

EPISODE # 100877  
Production :

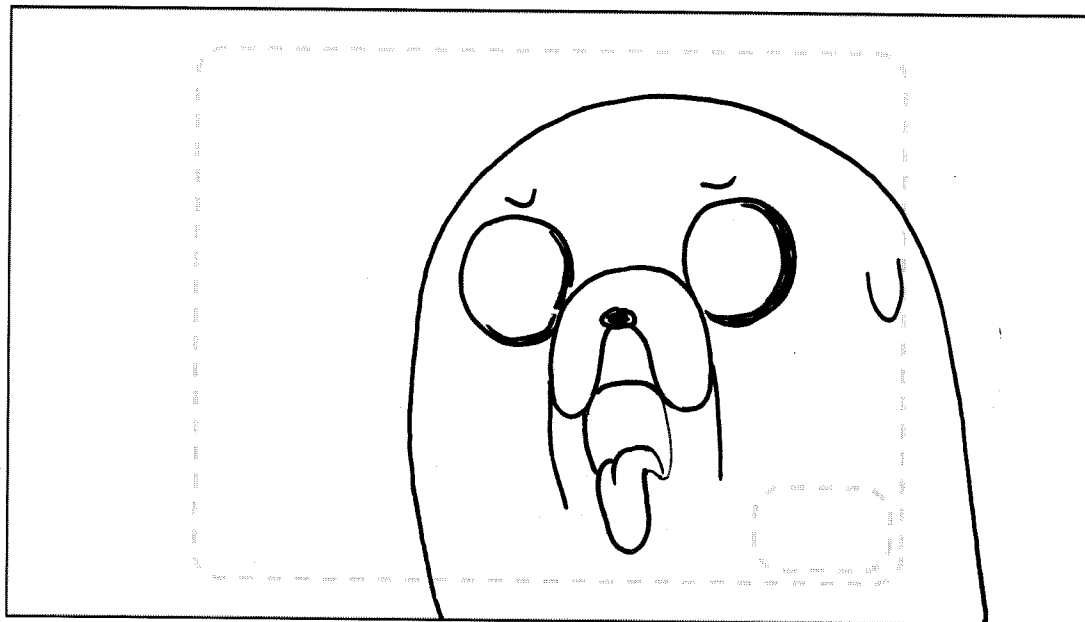


## ADVENTURE TIME



Page 4

Sc.	Pnl.	Bg.	day	night
-----	------	-----	-----	-------



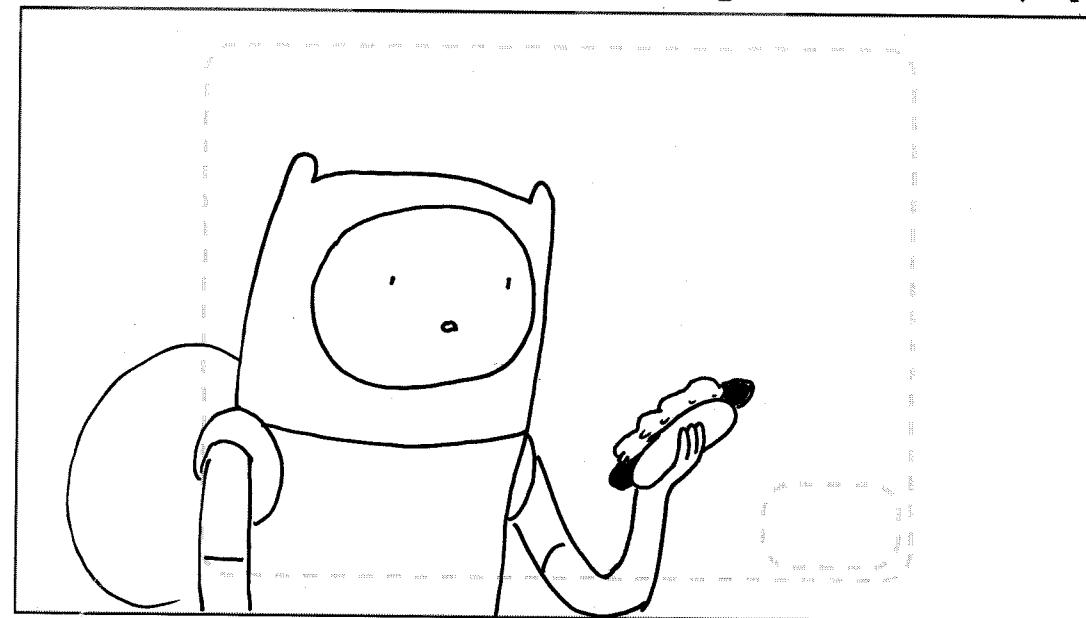
day night

**Sc.**

**Pnl.**

**Bg.**

day night



**Dialog:**

① Blyah, none!

Ⓕ But you used to love Squeazy cheese,

**Action:**

**Timing:**

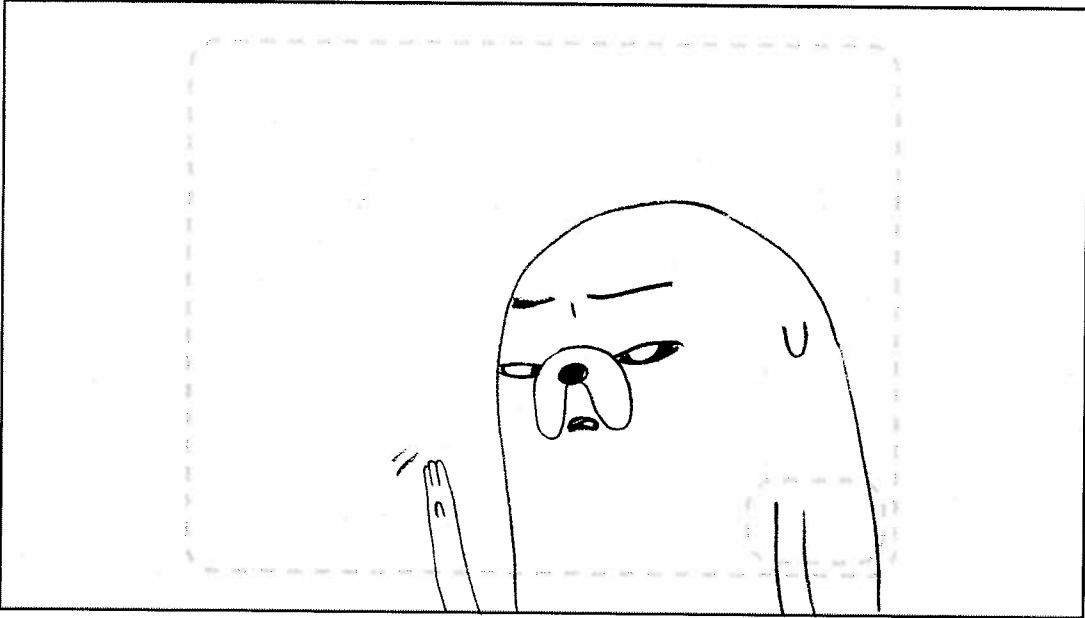
EPISODE # 100877

Product

# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:	① I don't want to talk about it.
Action:	
Timing:	

Production :

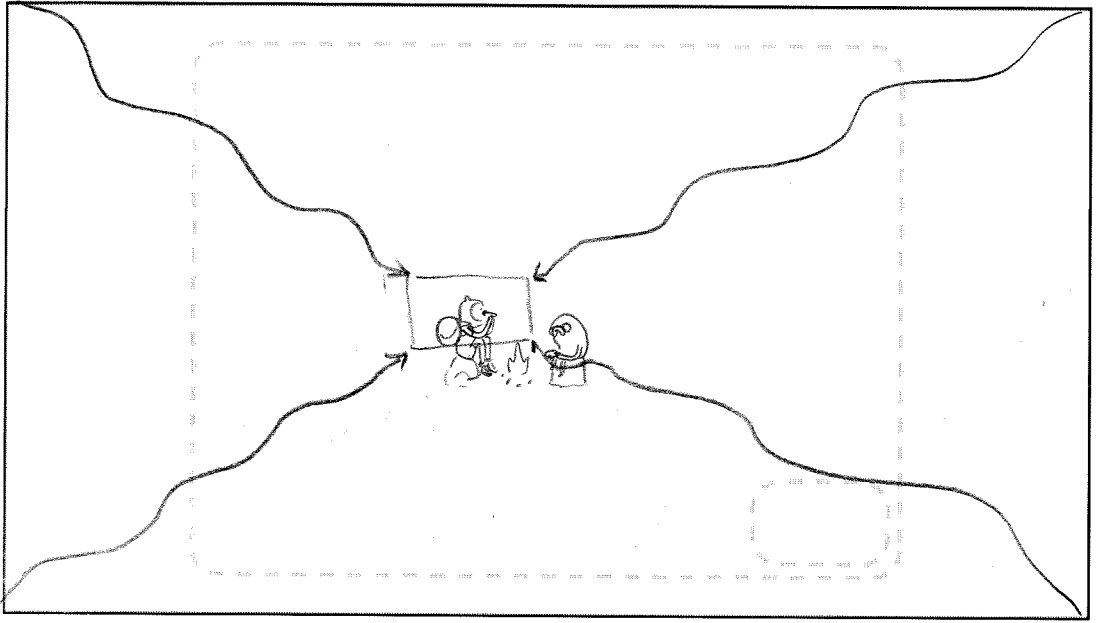
EPISODE #

100877

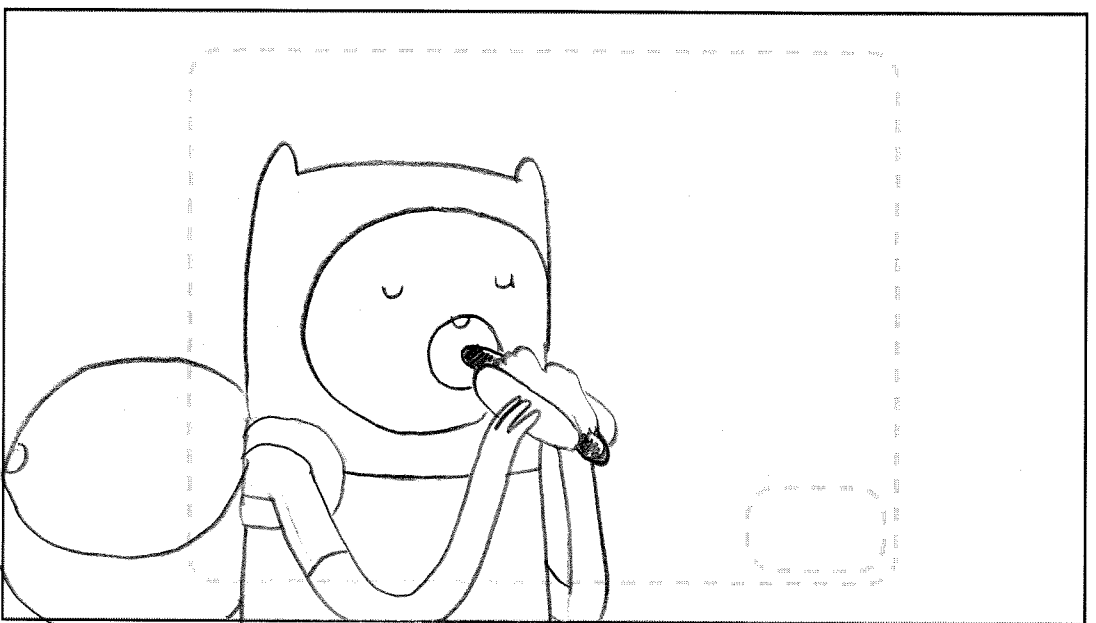
# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: Shaky cam effect while zooming in on Finn
Timing:

EPISODE # 100877

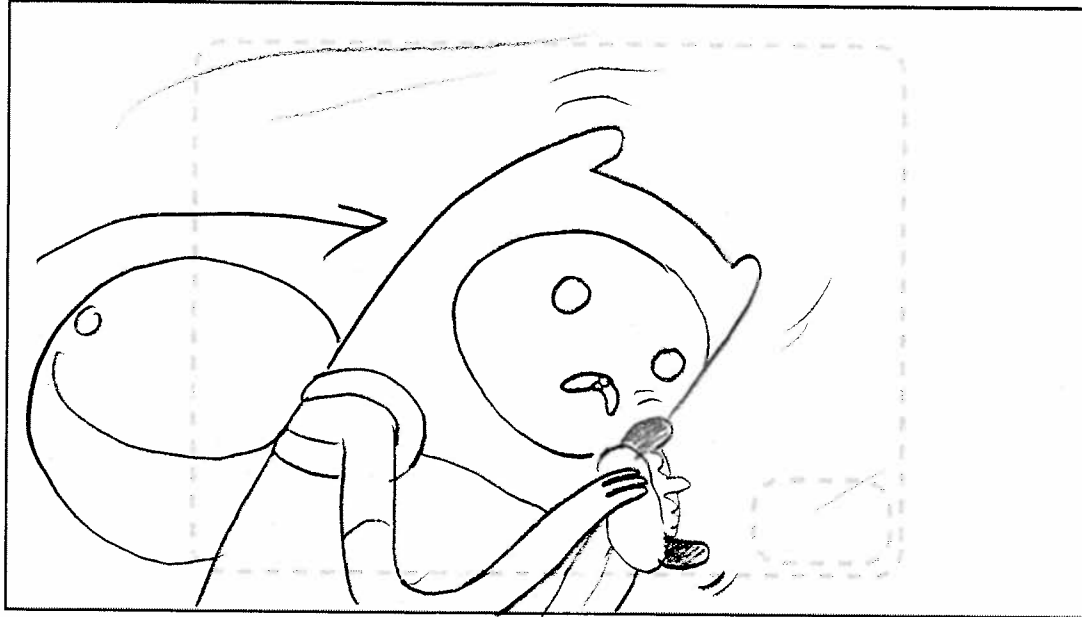
Production :

# ADVENTURE TIME

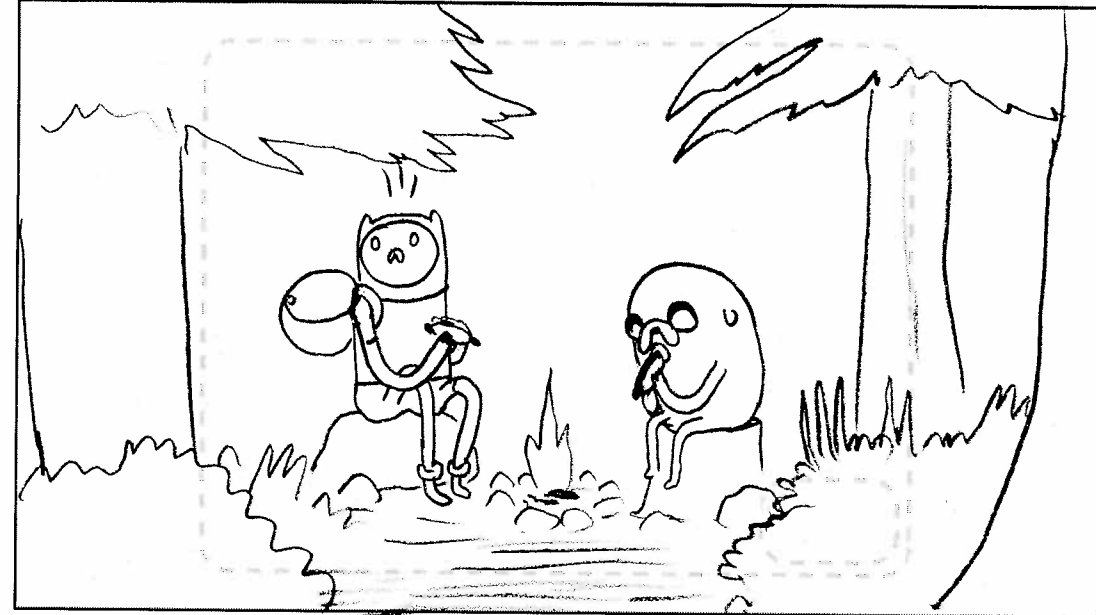


Page 7

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: 6P / sfx (moan / woosh!)

Ⓕ What was that?

Action: huge gust of wind blows finn forward  
his dog wobbles.



Timing:

EPISODE # 100877

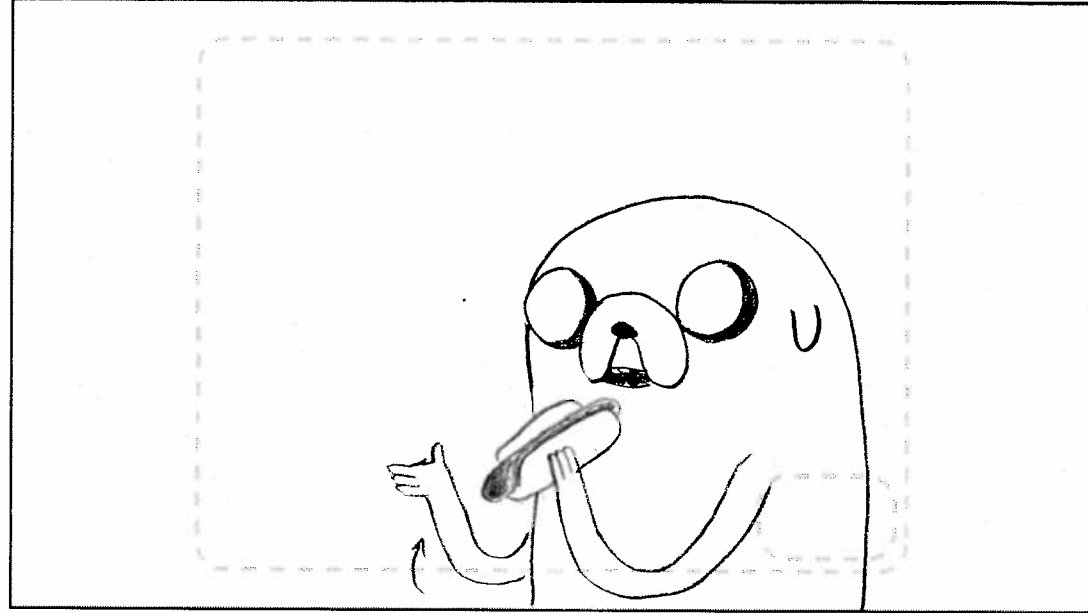
Production :

# ADVENTURE TIME

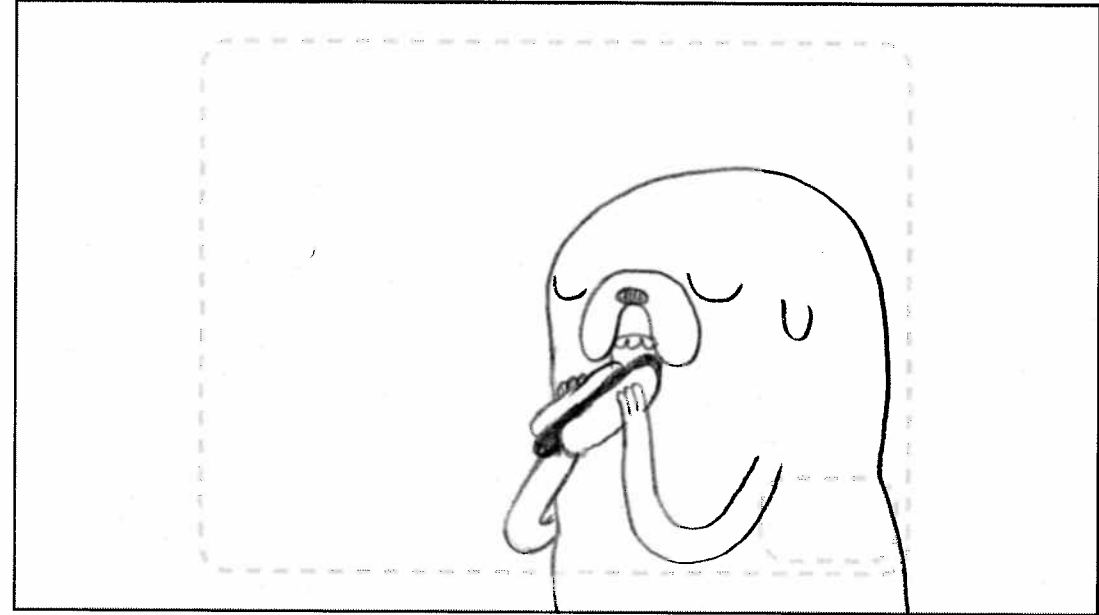


Page 8

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

① prolly an owl.

Action:

Timing:

EPISODE # 100877

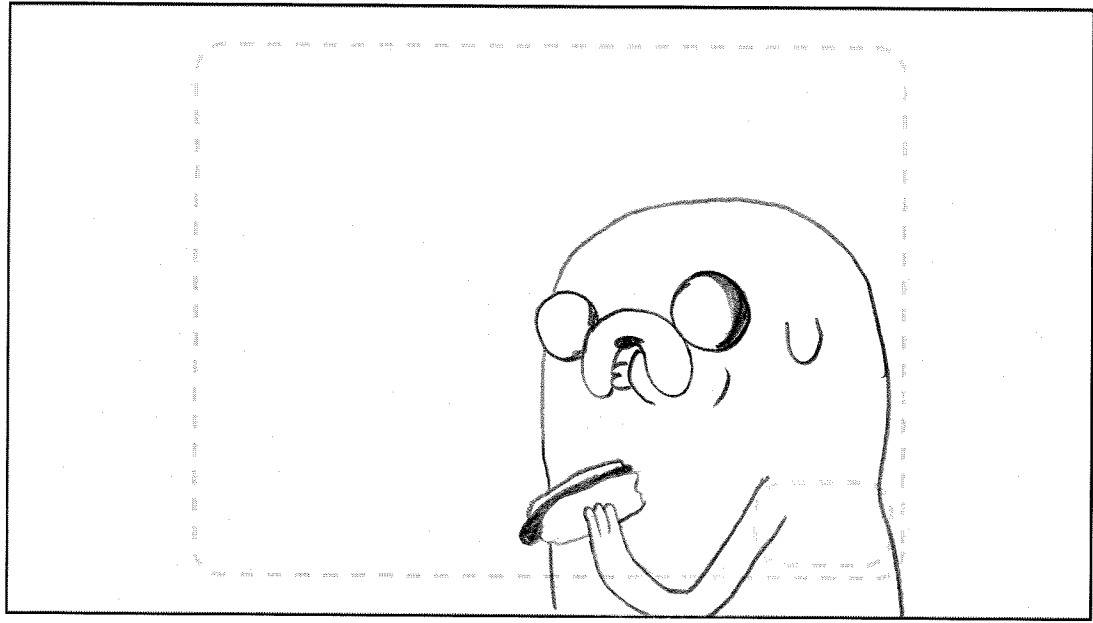
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

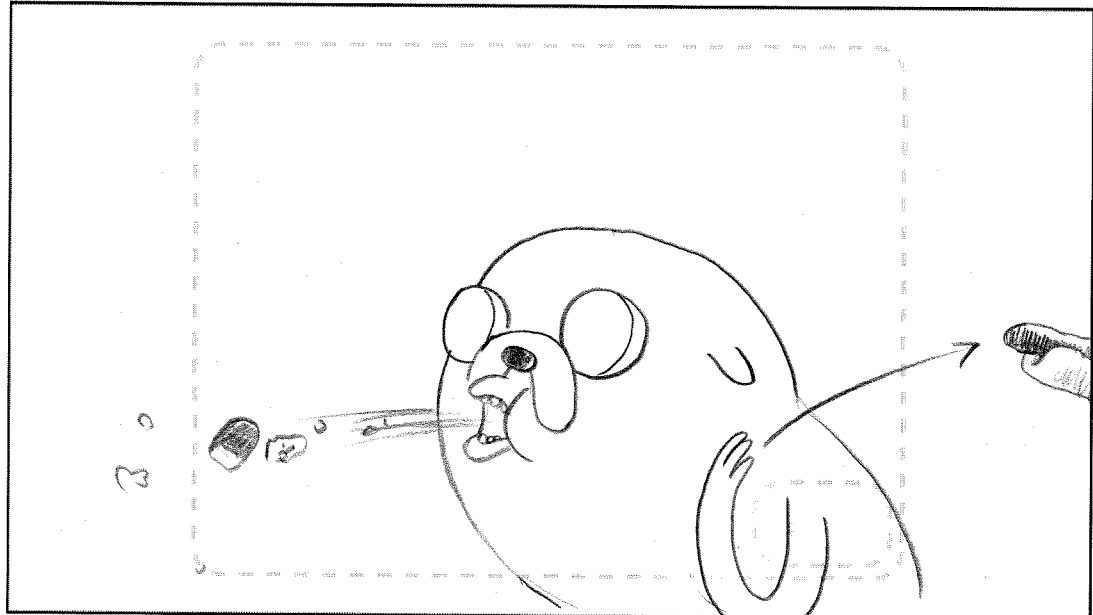
# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:
⑤ pah !
Action:
Timing:

EPISODE # 100877

Production :

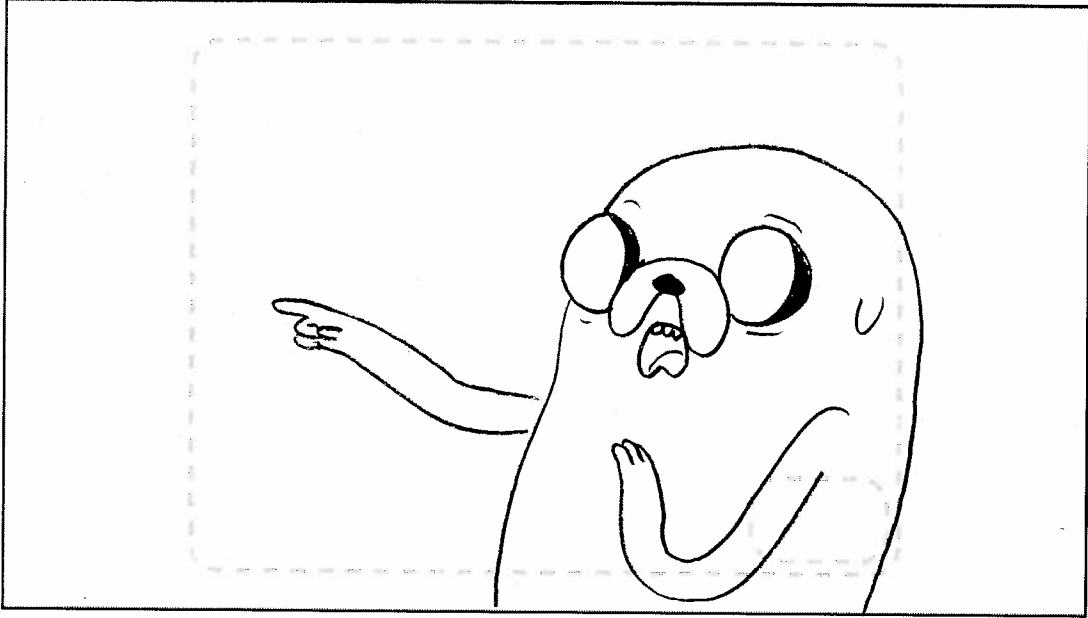


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night

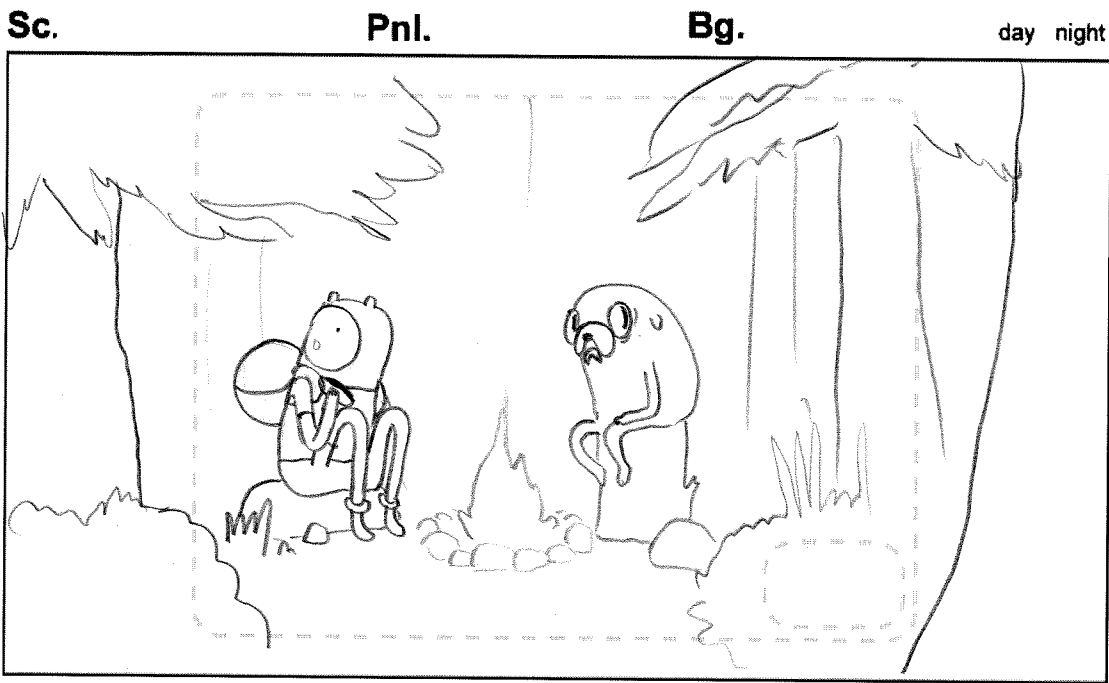
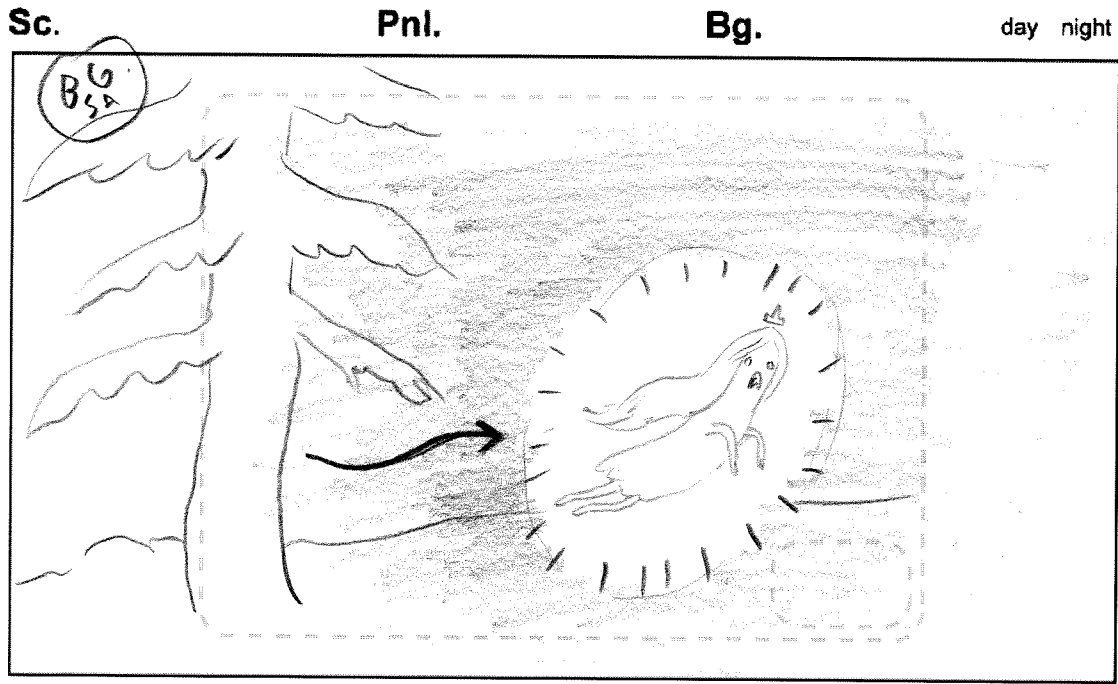


Dialog:	① A Ghost!
Action:	
Timing:	

Production :  
EPISODE # 100877

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:	(GP) mwooooahhhh!	(F) doo, it's just Ghost Princess.
Action:		
Timing:		

EPISODE #100877

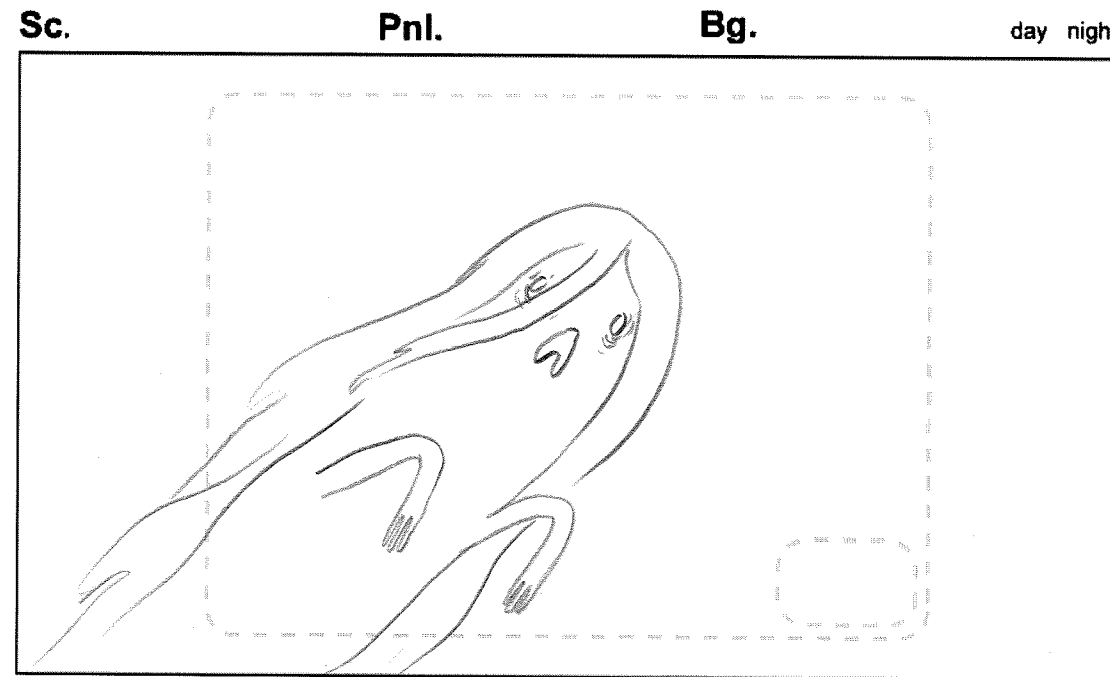
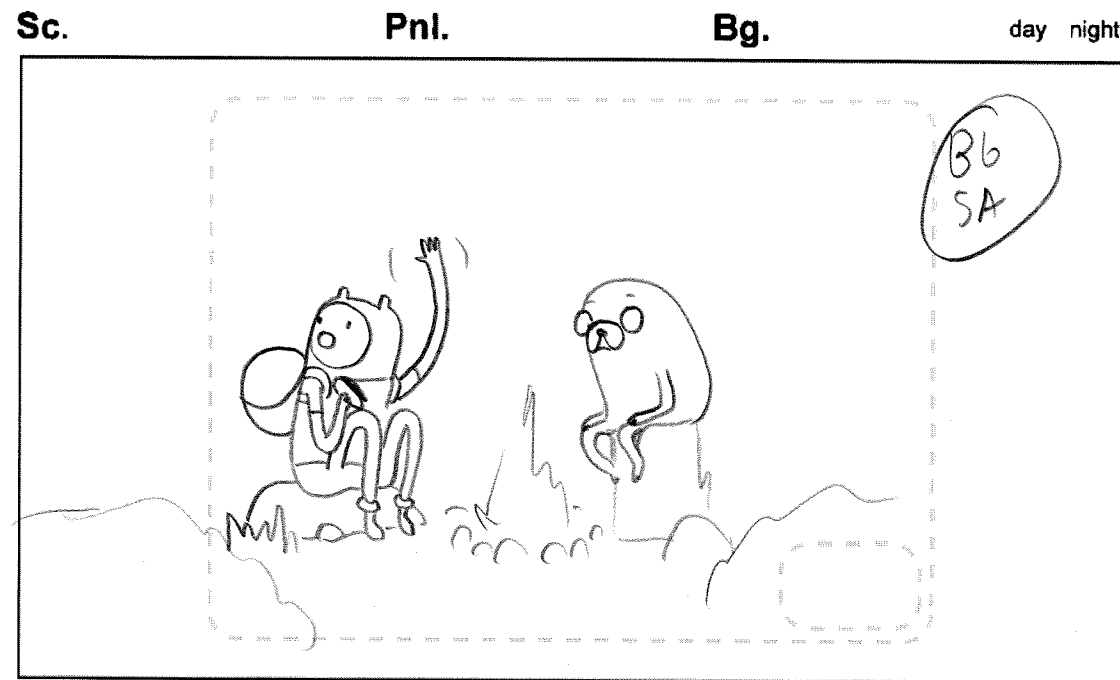
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 12



Dialog:	(F) Hey GP!	(GP) M U h h h W !!
Action:		
Timing:		

EPISODE # 100877

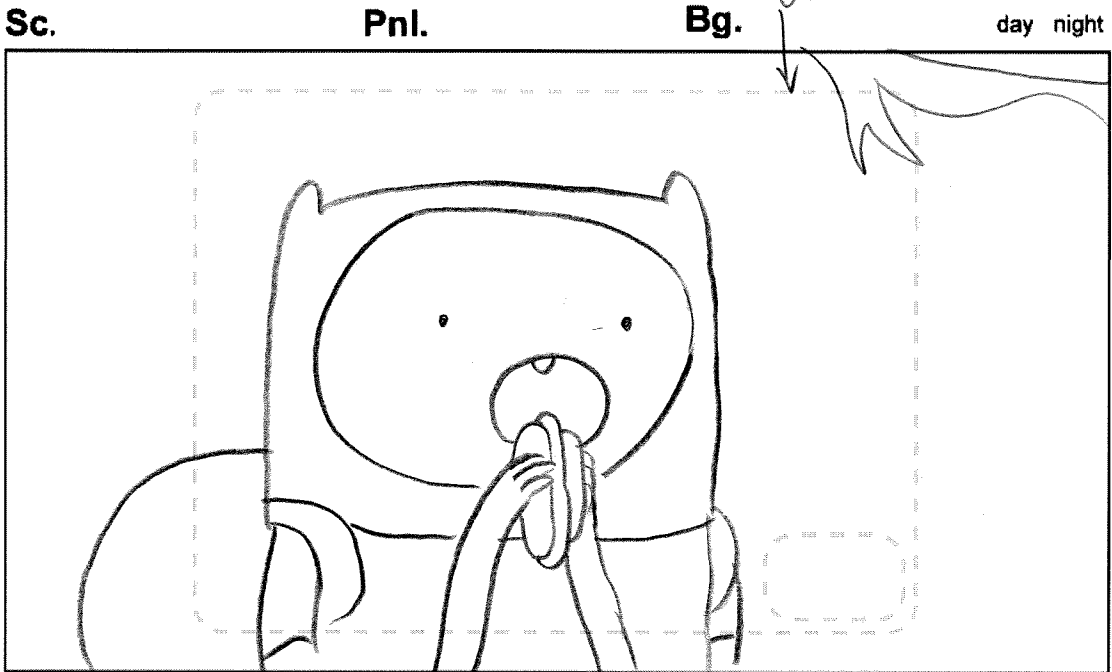
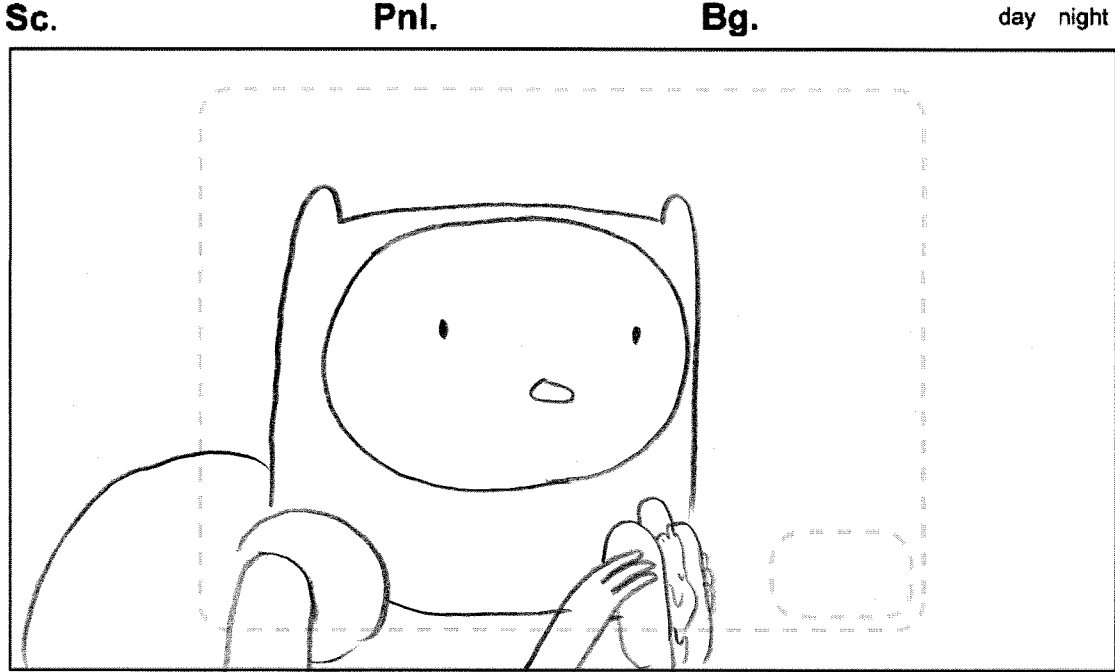
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 13



Dialog:

Ⓣ she's weird, huh.

Ⓣ ...

Action:

Timing:

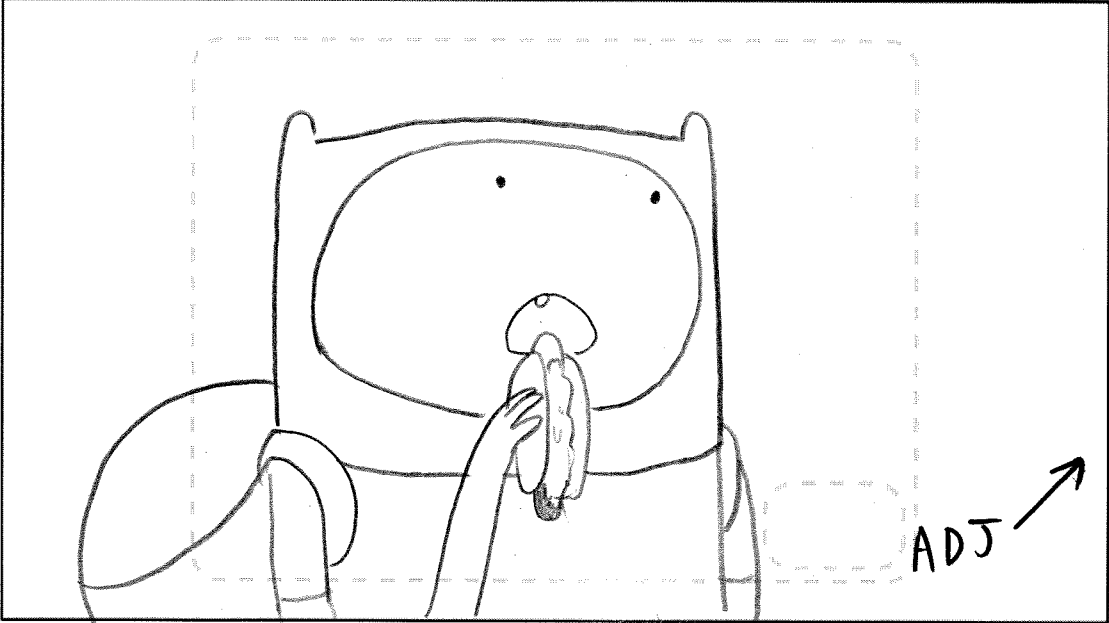
EPISODE # 0877

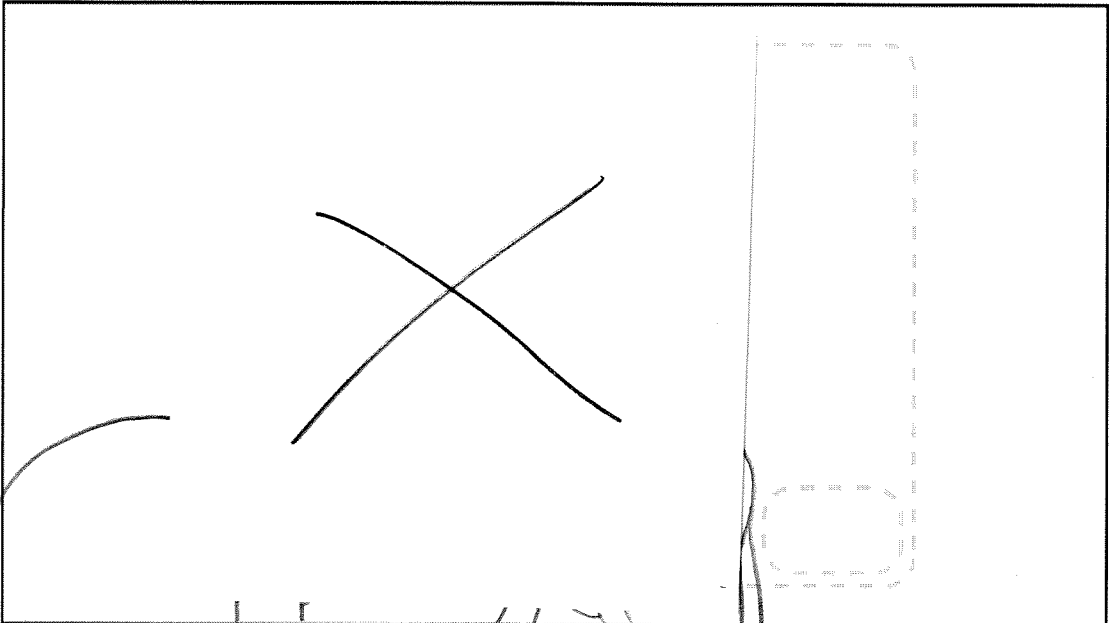
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
				

Sc.	Pnl.	Bg.	day	night
				

Dialog:
Action:
Timing:

EPISODE #100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:

Action:

Timing:


EPISODE # 100877

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: (F) how's it going? (Bear)

Action:

Timing:

EPISODE #100877  
Production :

© 2019 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	<p>(GP) moaa~n!</p>	<p>GP muahnnn!</p>
Action:		
Timing:		

EPISODE # 100877

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	① Are you haunting us?	⑥P Yes ss
Action:		
Timing:		

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(J) oh. OK.	(GP) moannn !!
Action:		
Timing:		

EPISODE #100877

Production :

© 2010 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 21

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(F) Can you knock it off?!	(GP) Sorry
Action:		
Timing:		

EPISODE # 100877

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	(GP) it's just..	(GP) I'm doomed to haunt this mortal plane.
Action:		
Timing:		

100877

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

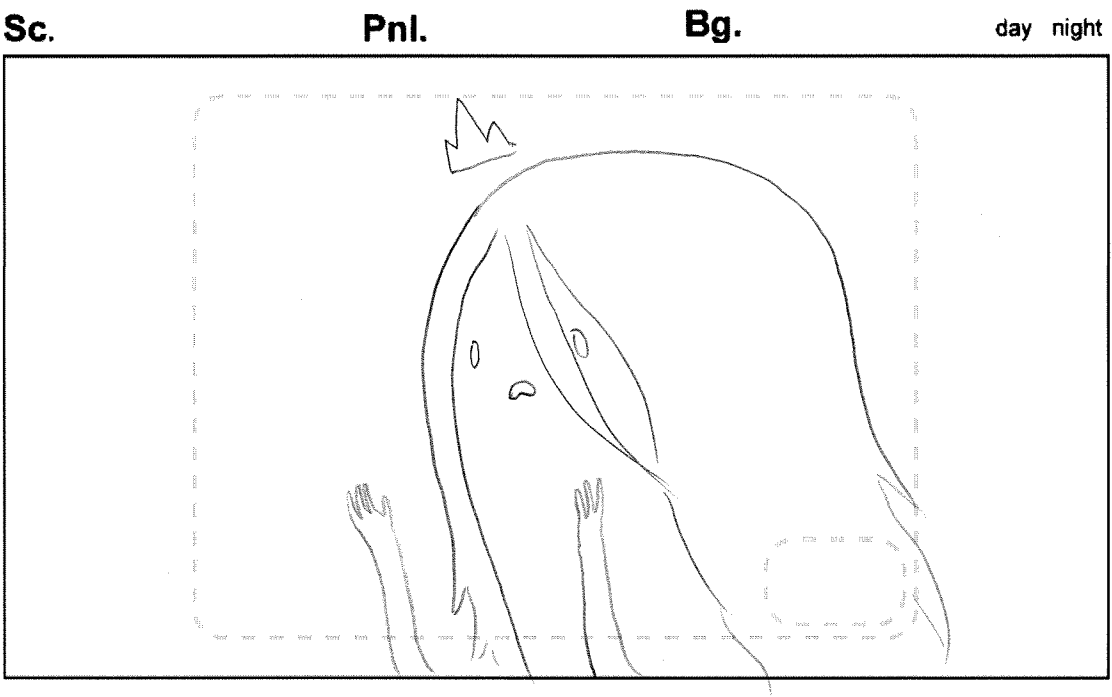
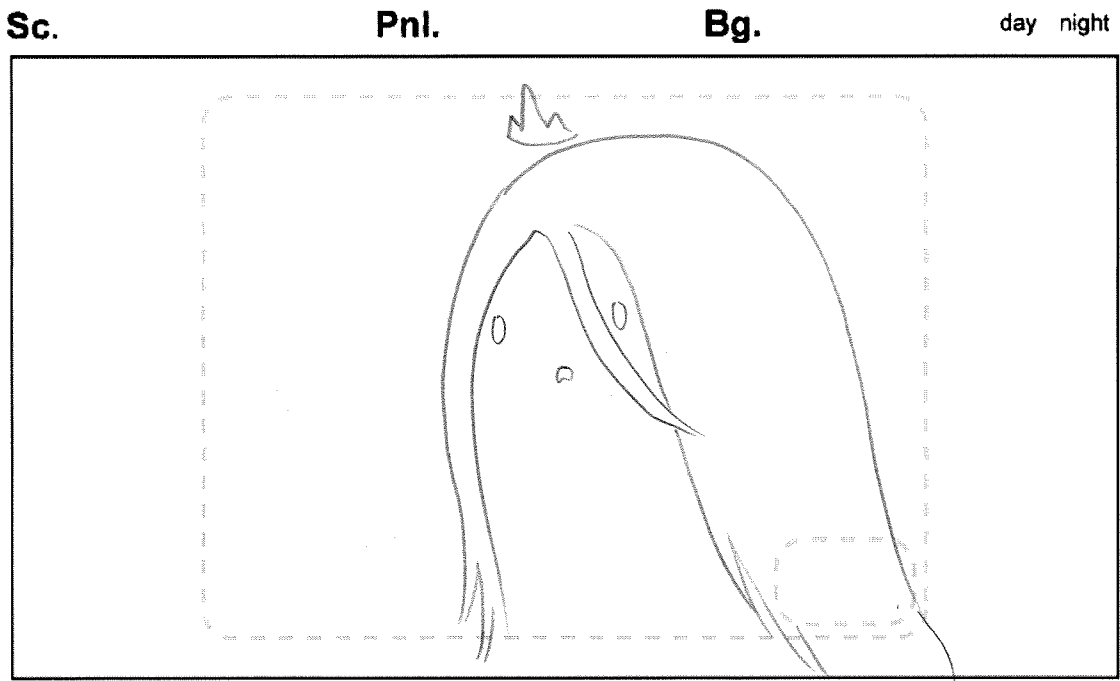
Dialog:	① ohh...	② well, let's hear more about that, honey
Action:		
Timing:		

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: (6P) until I discover the cause of my death, (6P) my soul can't ascend to the 50<sup>th</sup> Dead world.

Action:

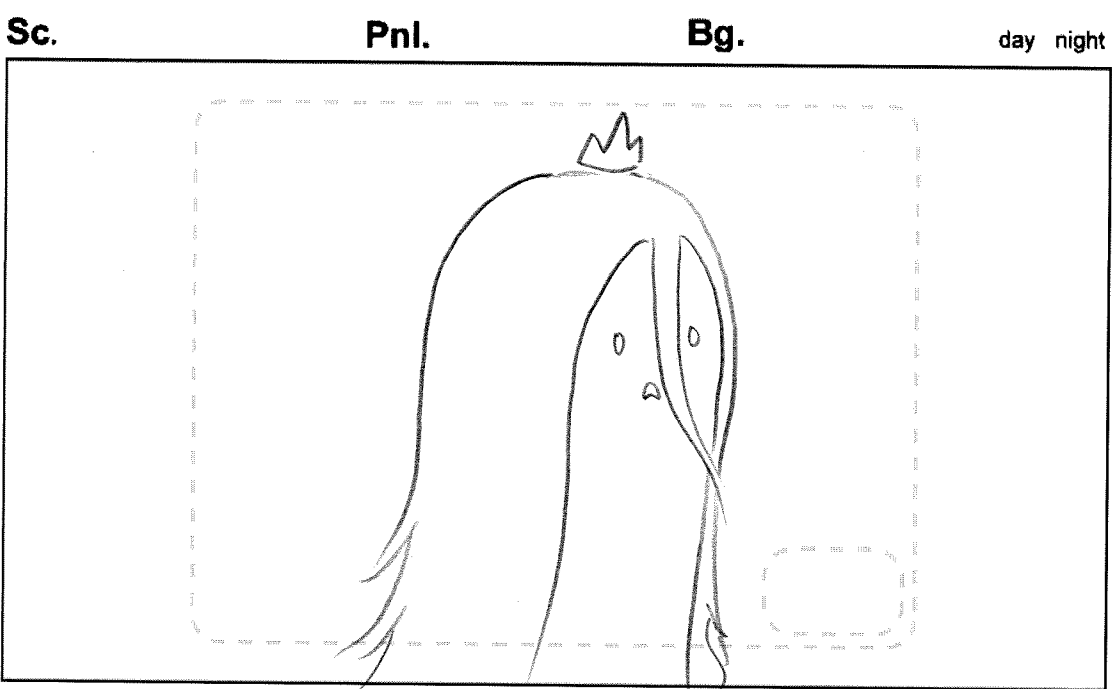
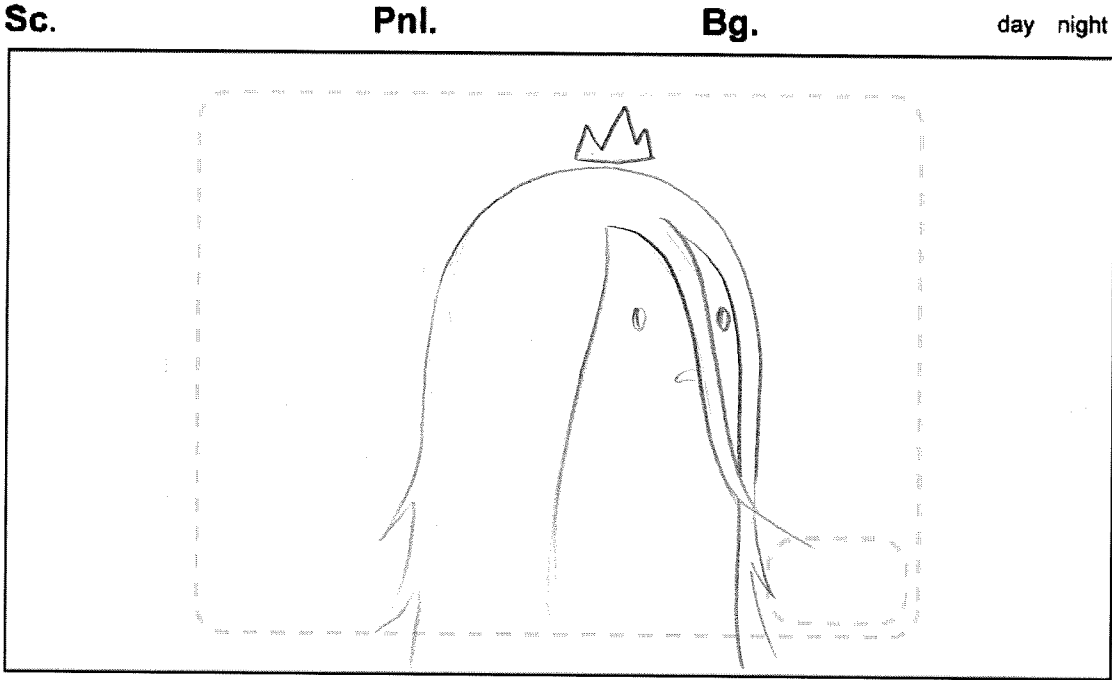
Timing:

EPISODE # 0877

Production :

© 2019 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog: (GP) But, As a ghost

(GP) I have no memory of my mortal life

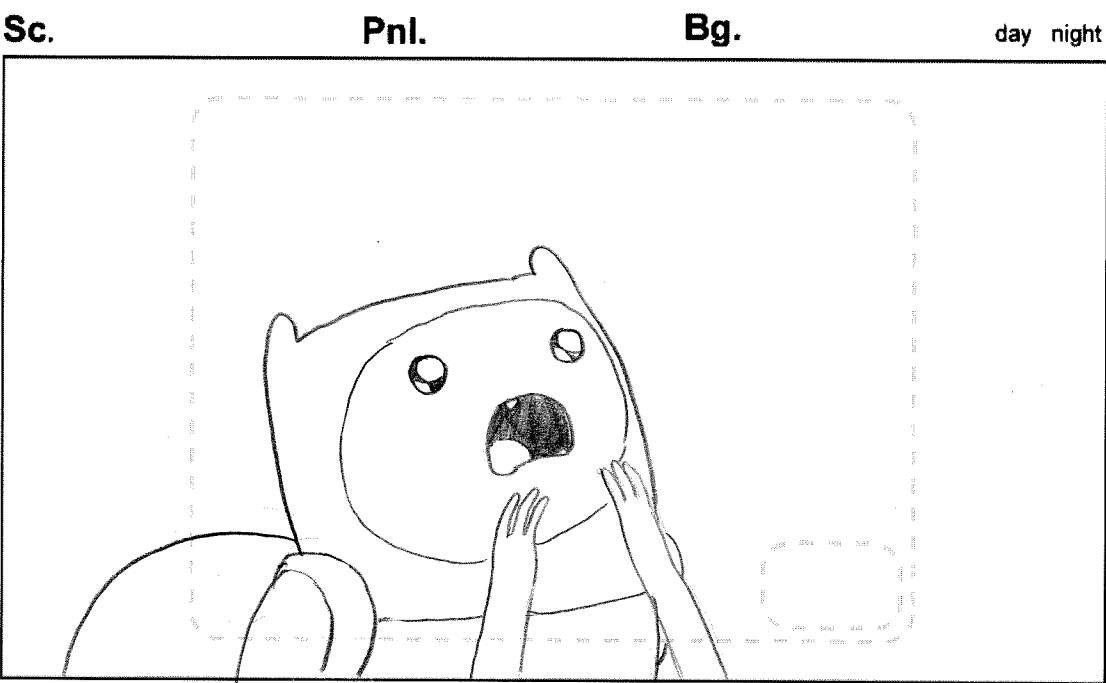
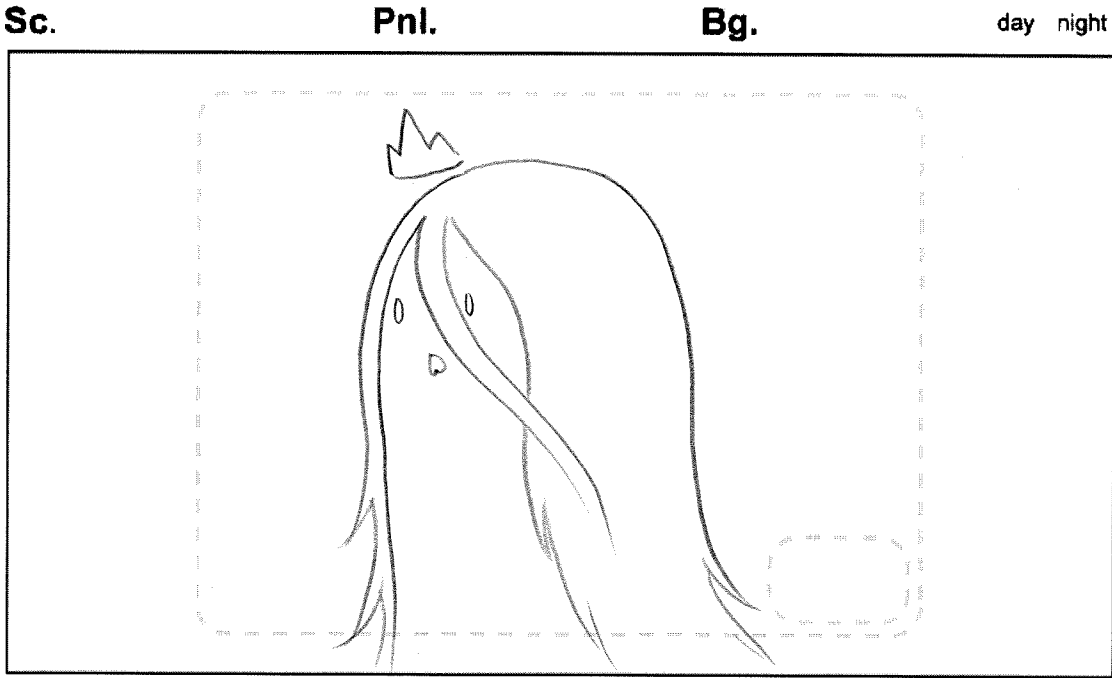
Action:

Timing:

EPISODE # 100877

Production :

# ADVENTURE TIME



Dialog:

(GP) and no idea of what, or who, killed me. (F) GAAASSSP

Action:

Timing:

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(F) It's a CRIME CASE!!	(F) A HOMEY-CIDE
Action:		
Timing:		

EPISODE #100877

Production :



© 2013 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



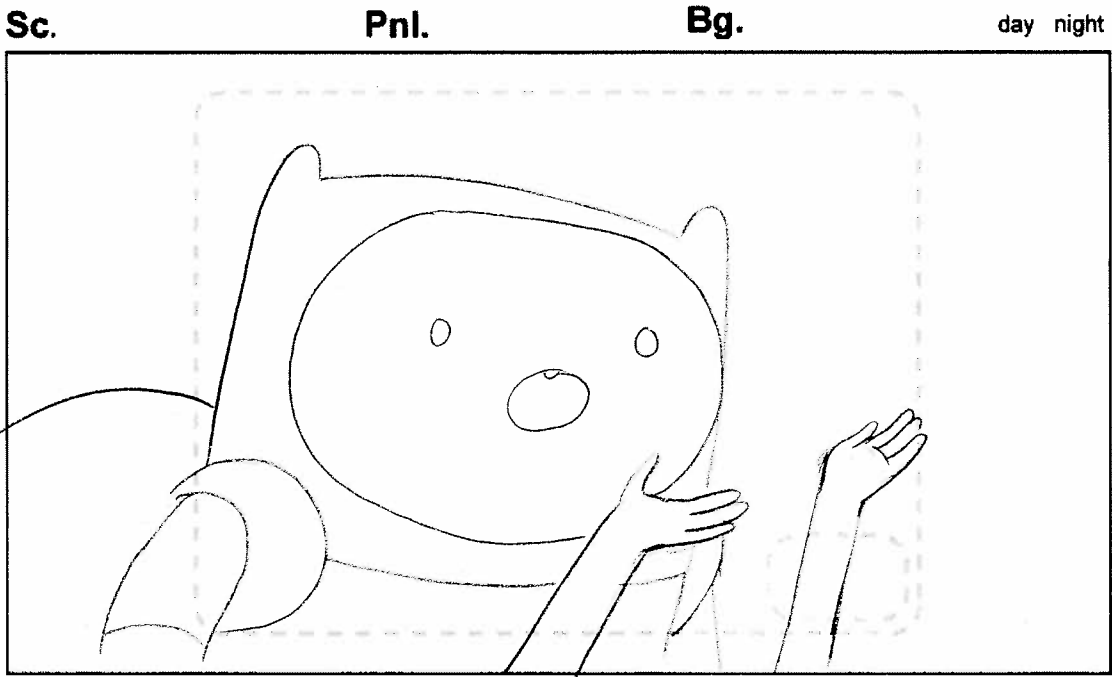
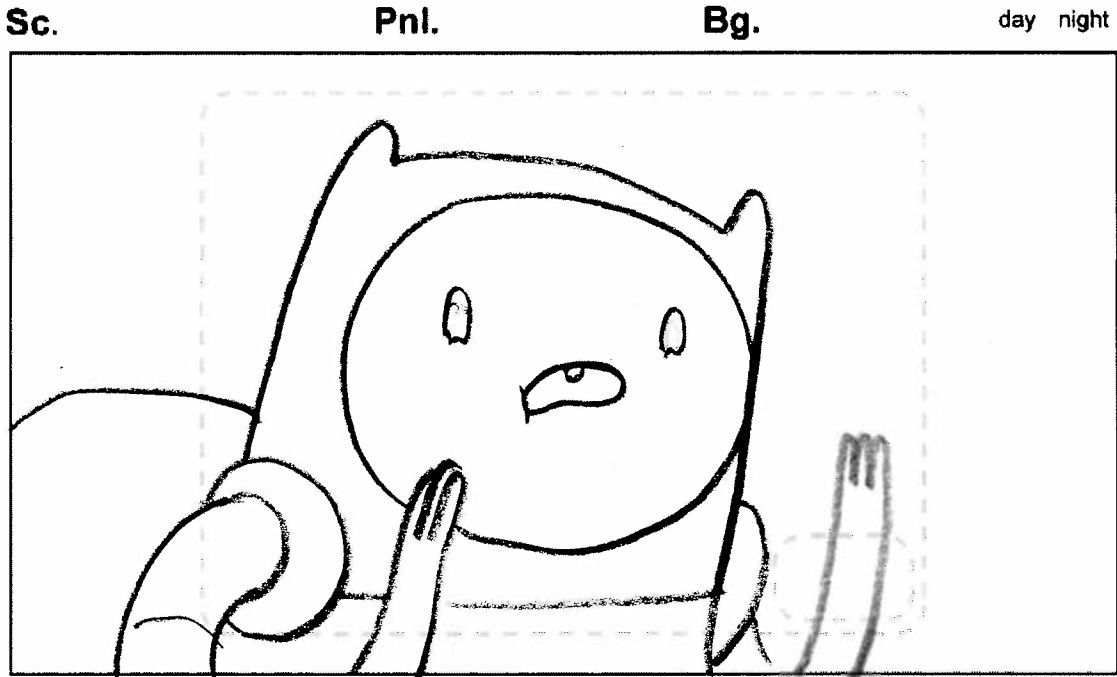
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	
(J) Woah step back nephew! We don't know that she was moidered	(F) that's right!
Action:	
Timing:	

EPISODE 100877

Production :

ADVENTURE TIME



Dialog:

(F) We don't even know

(F)

HOW she was moidered!

Action:

Timing:

EPISODE # 100877

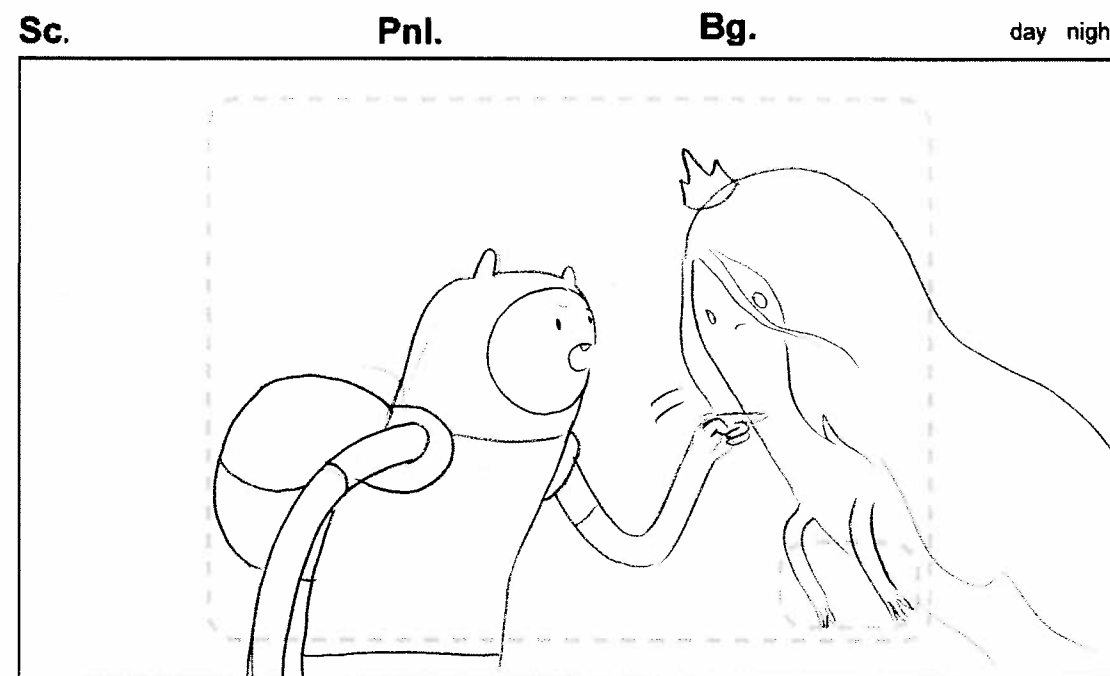
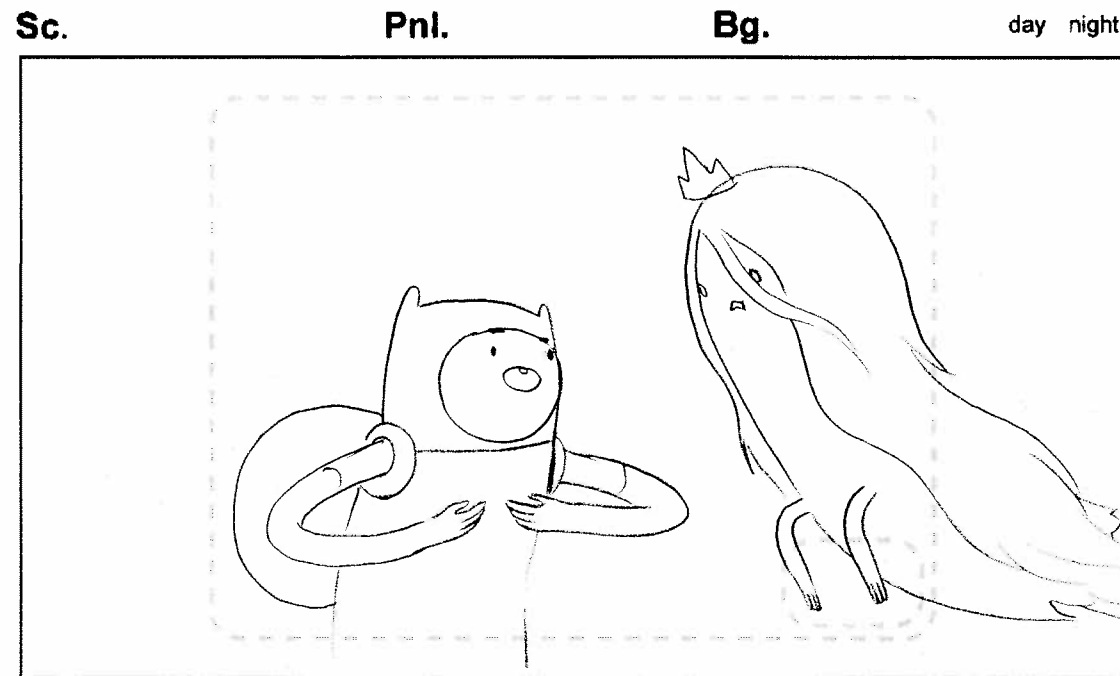
Production :

© 2010 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 30



Dialog:

(F) But I'm the hard-boiled dick

(F) That's gonna crack your case

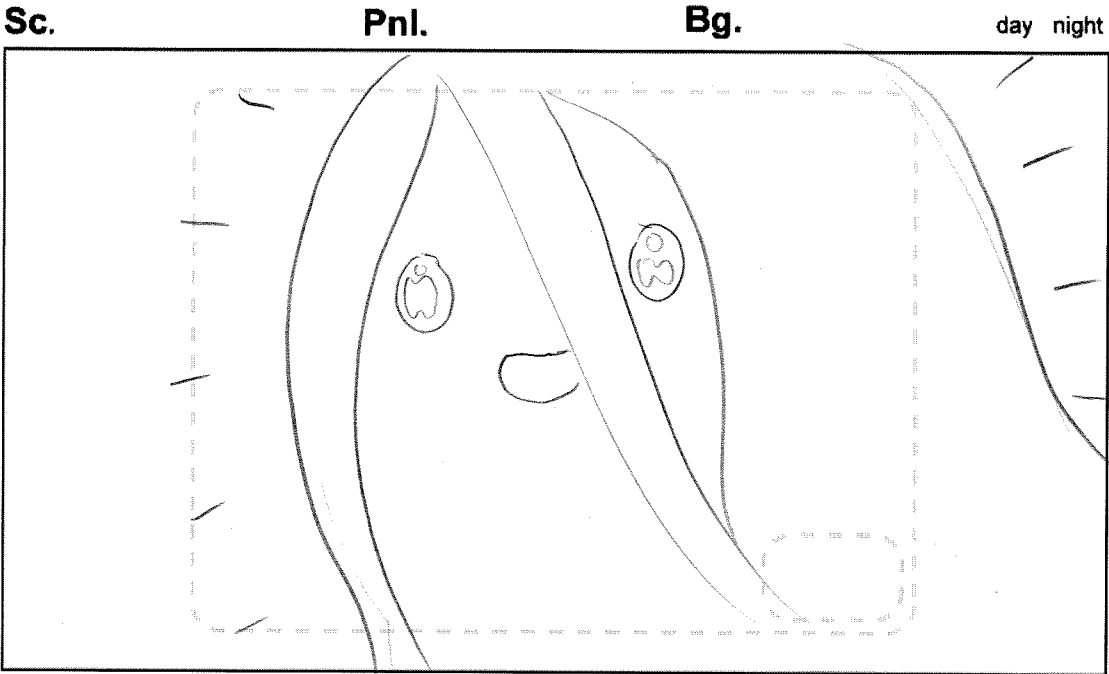
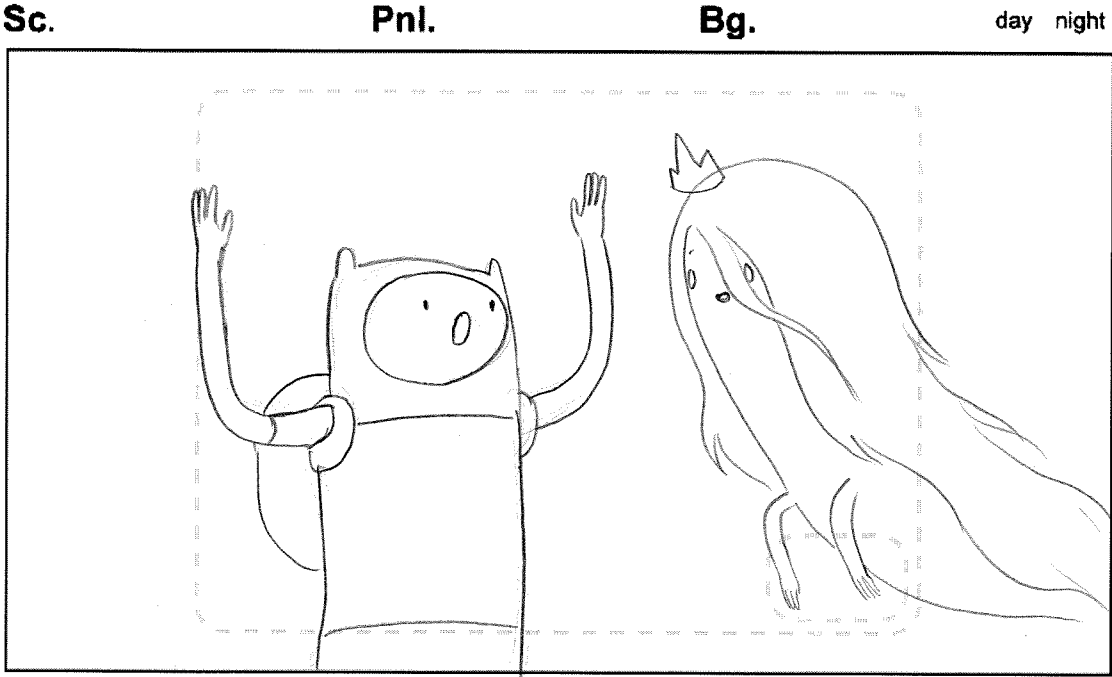
Action:

Timing:

EPISODE # 100877

Production :

ADVENTURE TIME



Dialog:

(F) WIIIDE OPEN!

(GP) Oh! That Sounds wonderful!

Action:

Timing:

EPISODE # 100877

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

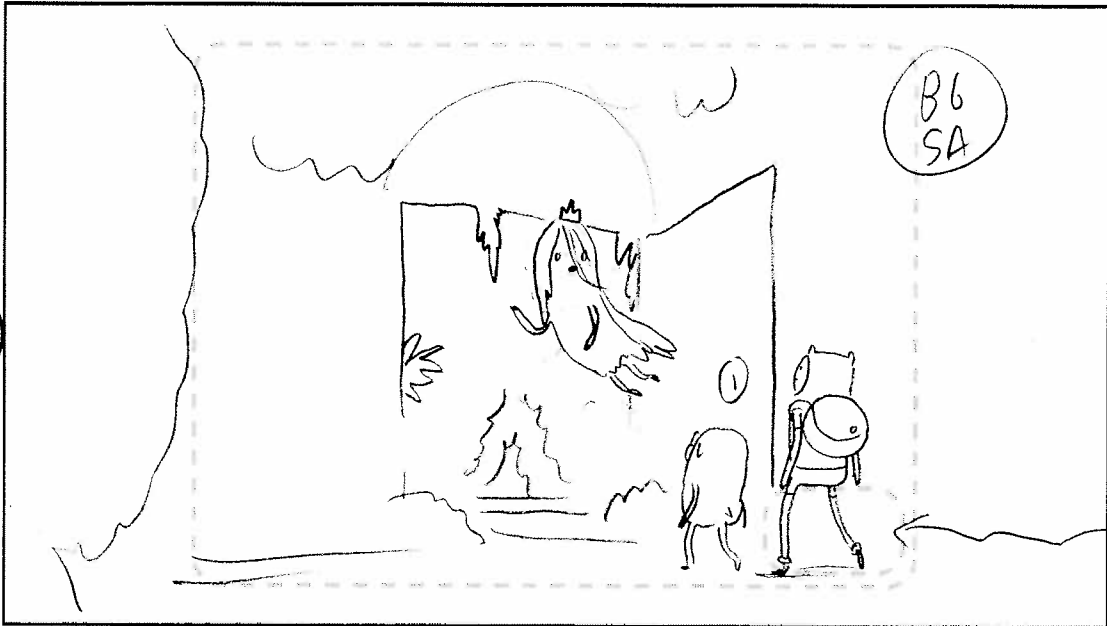
# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(6P) this way, gentlemen

Action:

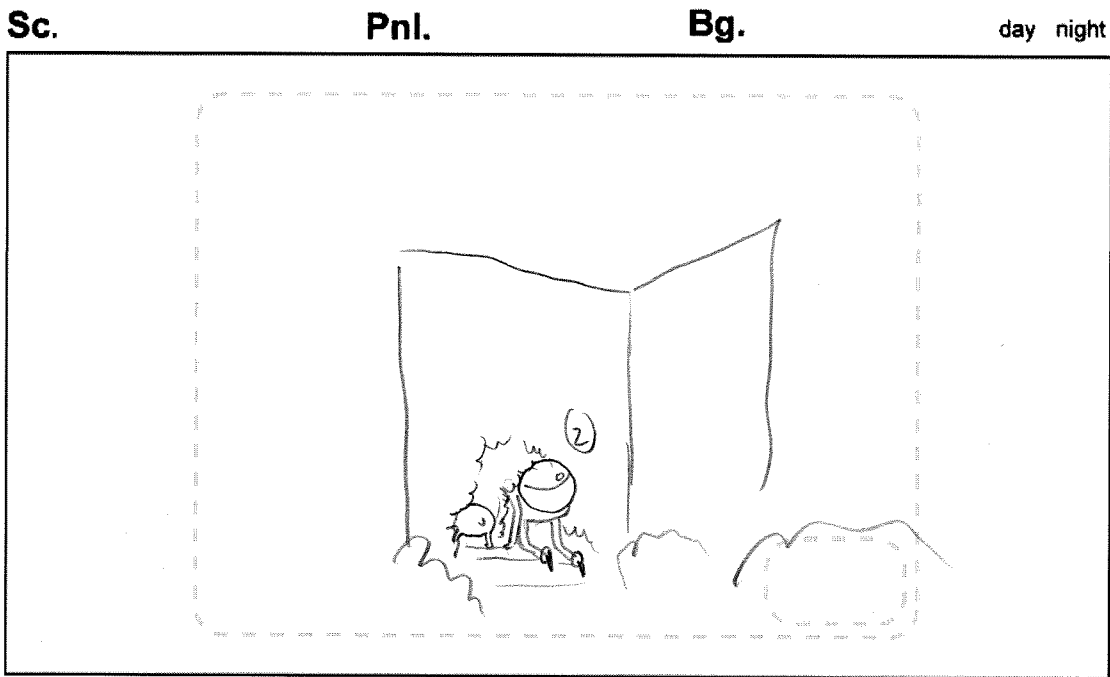
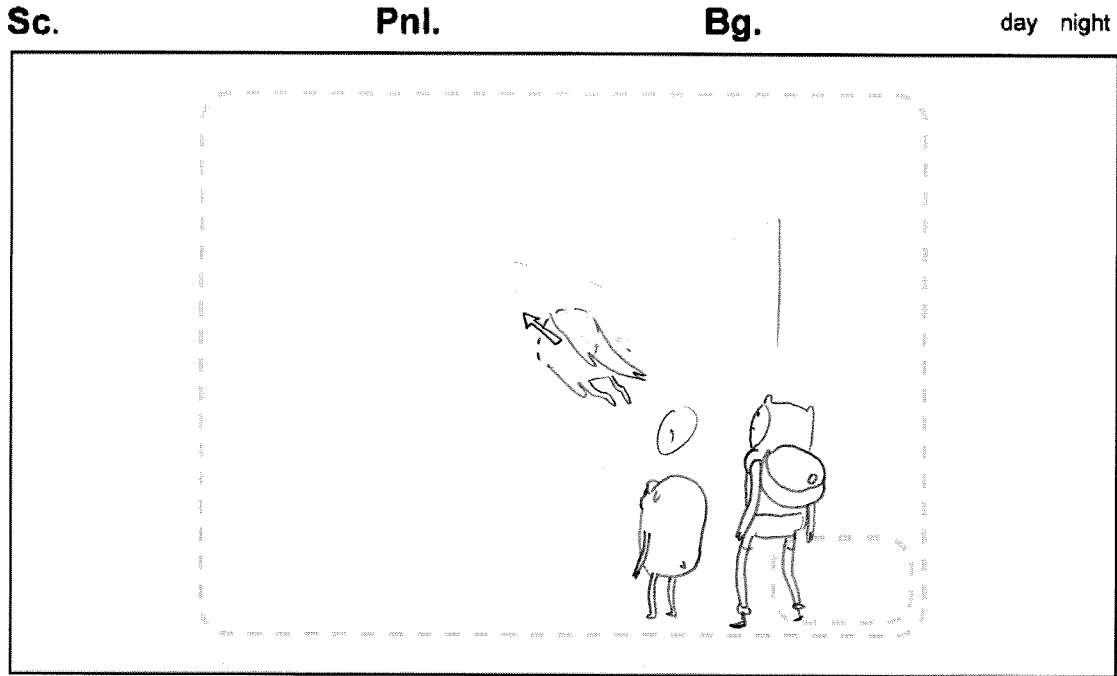
gate overgrown with plants.

Timing:

EPISODE # 100877

Production :

# ADVENTURE TIME



Dialog:

Action:

① GP vanishes into bushes  
② Jake shifts to hot dog format



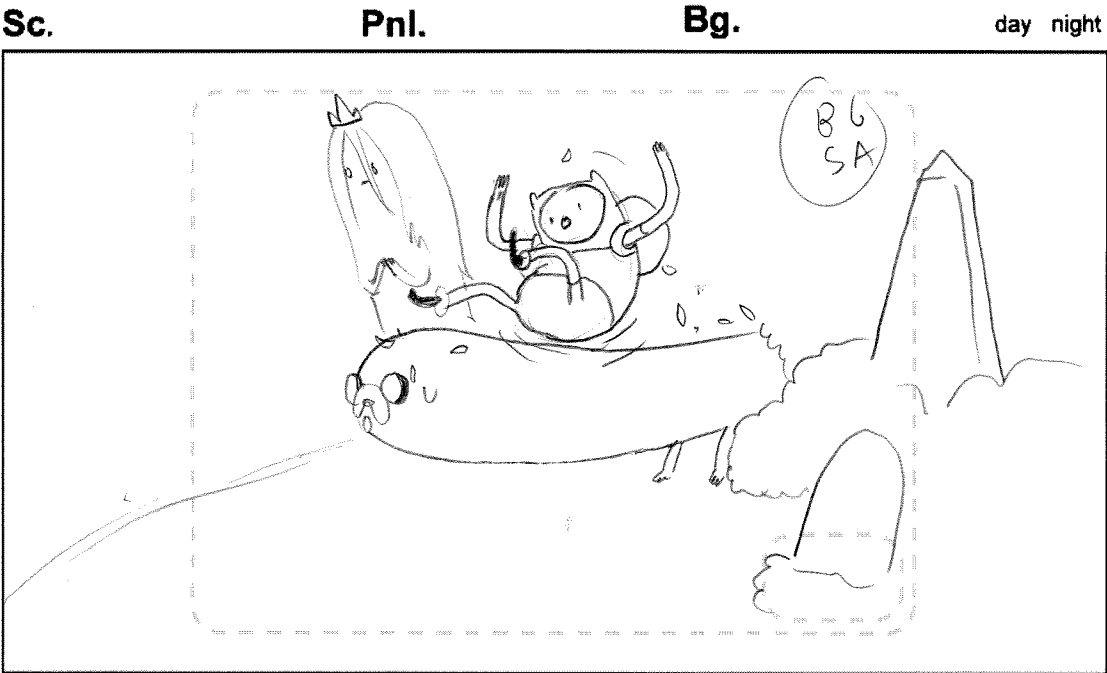
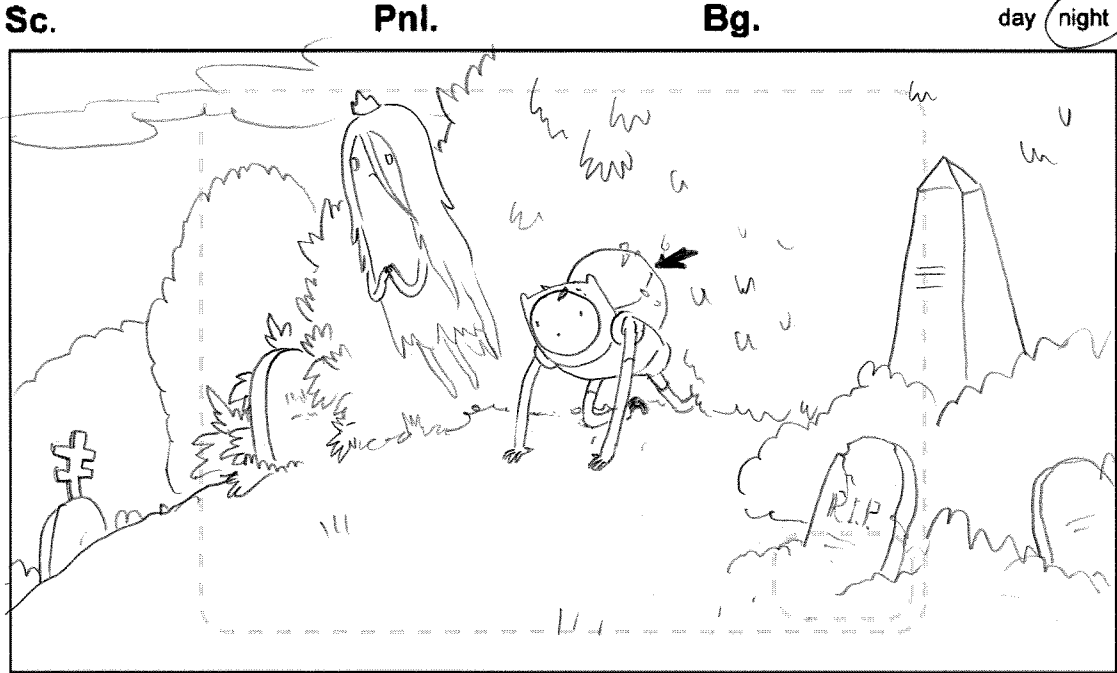
F&J into overgrown gate.

Timing:

EPISODE # 100877

Production :

ADVENTURE TIME



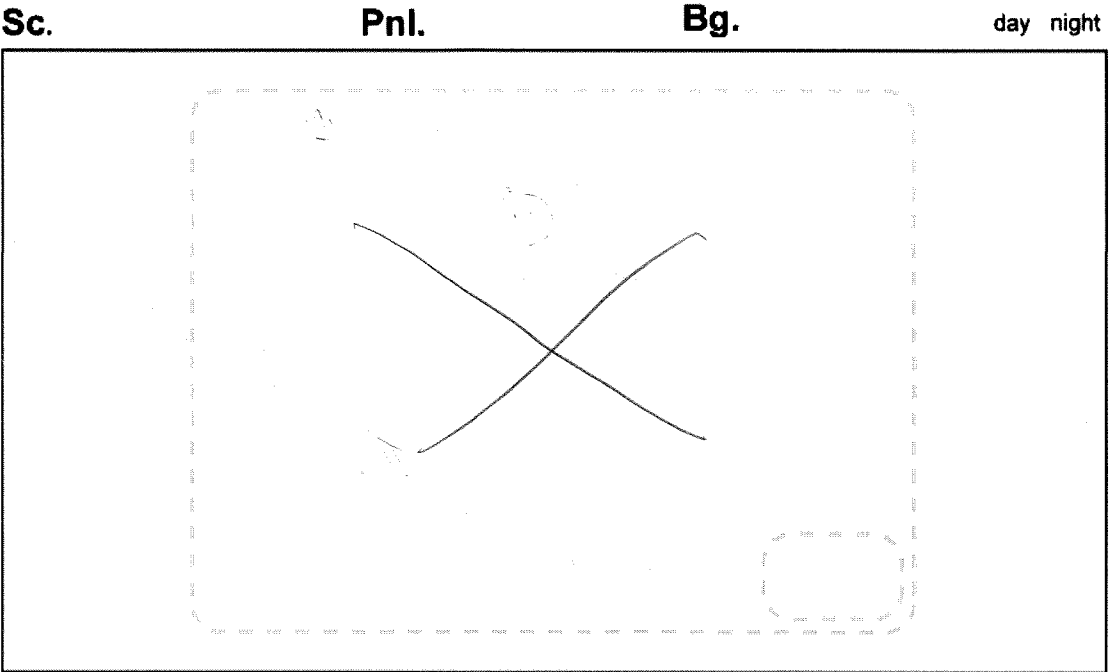
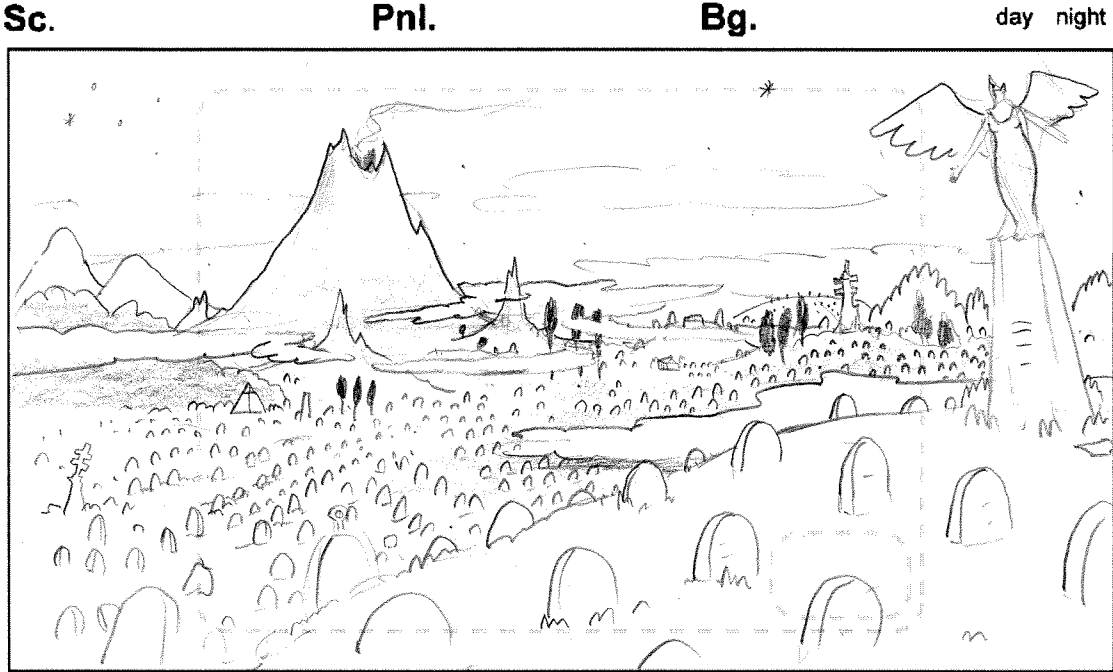
Dialog:	Sfx ( Bushes rustling	① Holy moly!
Action:	Finn comes out + of other side of bushes	Jake suddenly bursts out from bushes, lifting Finn off the ground.
Timing:		

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 100877

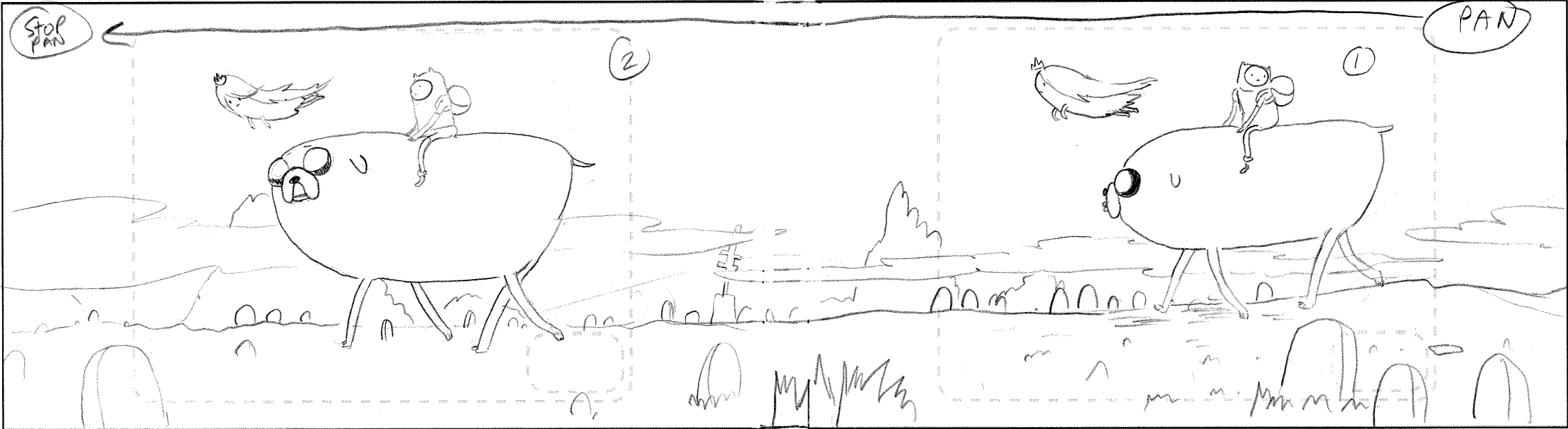
Production :



ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog: (1) ① Your neighborhood is... ehh... (2) ② very Peaceful?

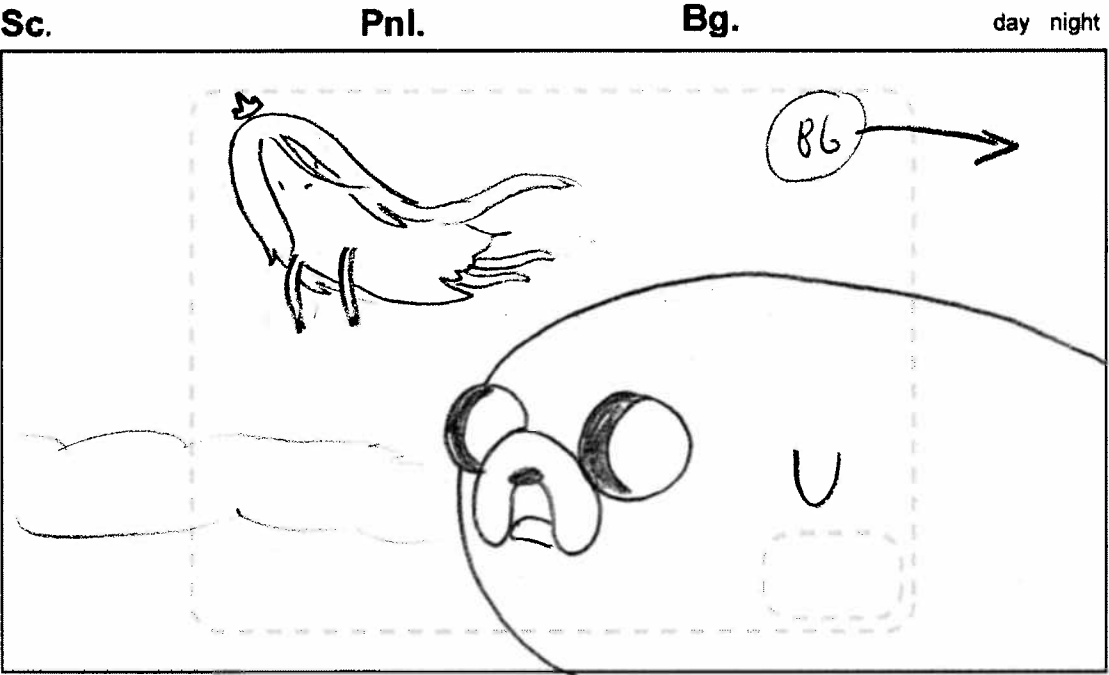
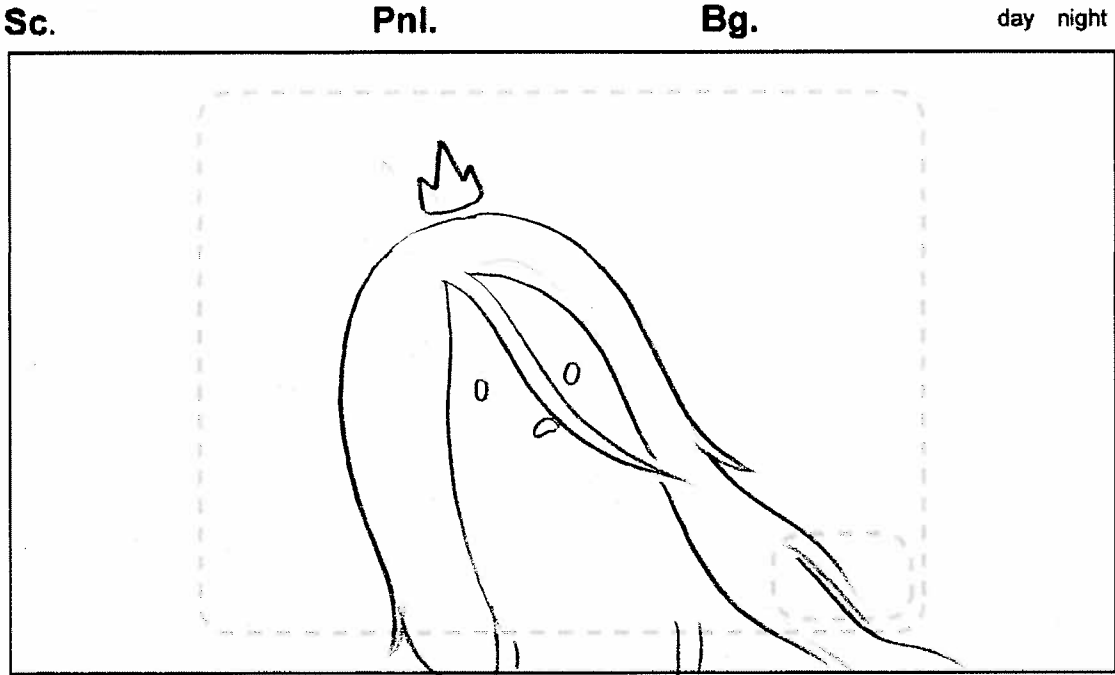
Action:

Timing:

EPISODE # 100877

Production :

ADVENTURE TIME



Dialog: (GP) It's the cradle of my despair. (J) right, right.

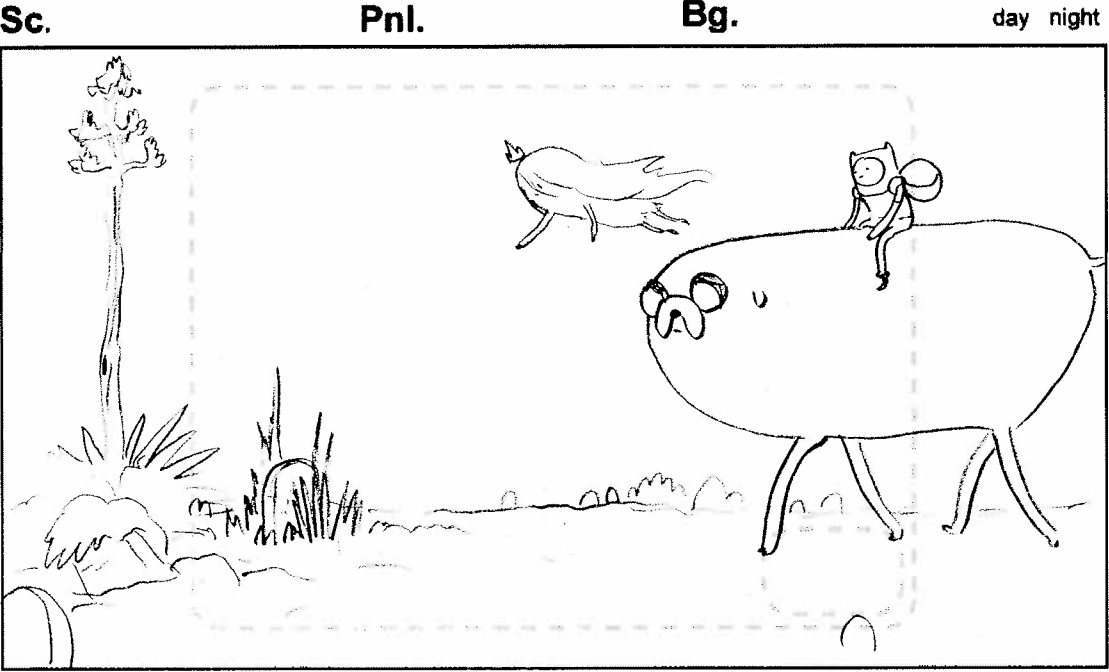
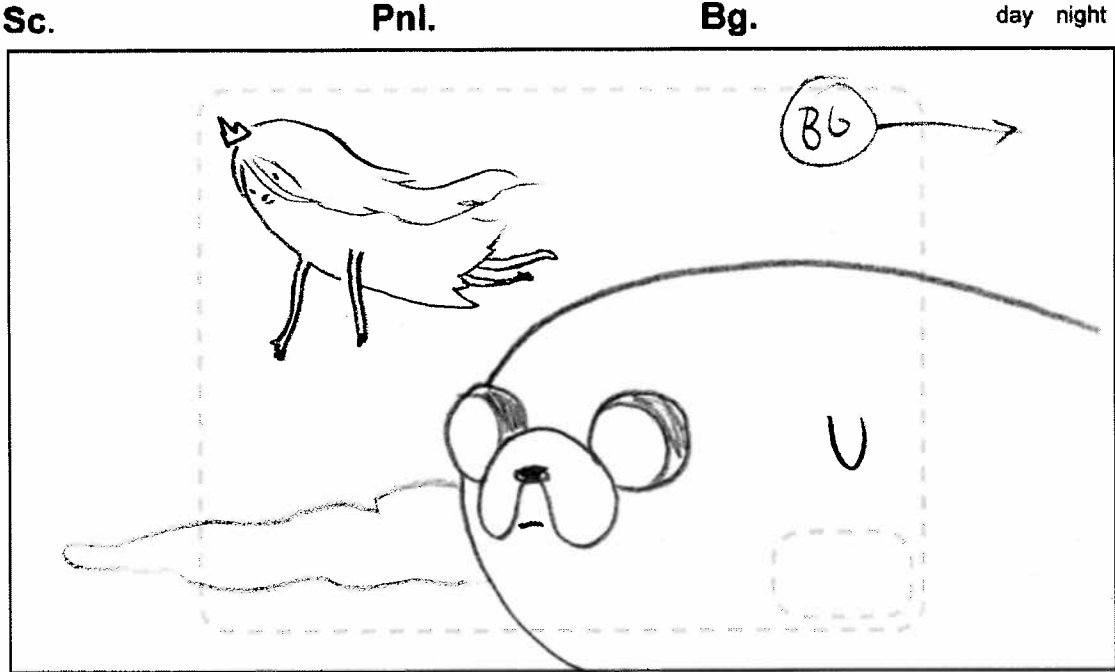
Action:

Timing:

EPISODE # 100877

Production :

ADVENTURE TIME



Dialog: (6P) well, here's me.

Action:

Timing:

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

EPISODE # 100877

Production :

# ADVENTURE TIME



Page 40

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:	(F) Our first clue!	sfx (rustle of plants)
Action:		
Timing:		

100877  
EPISODE #

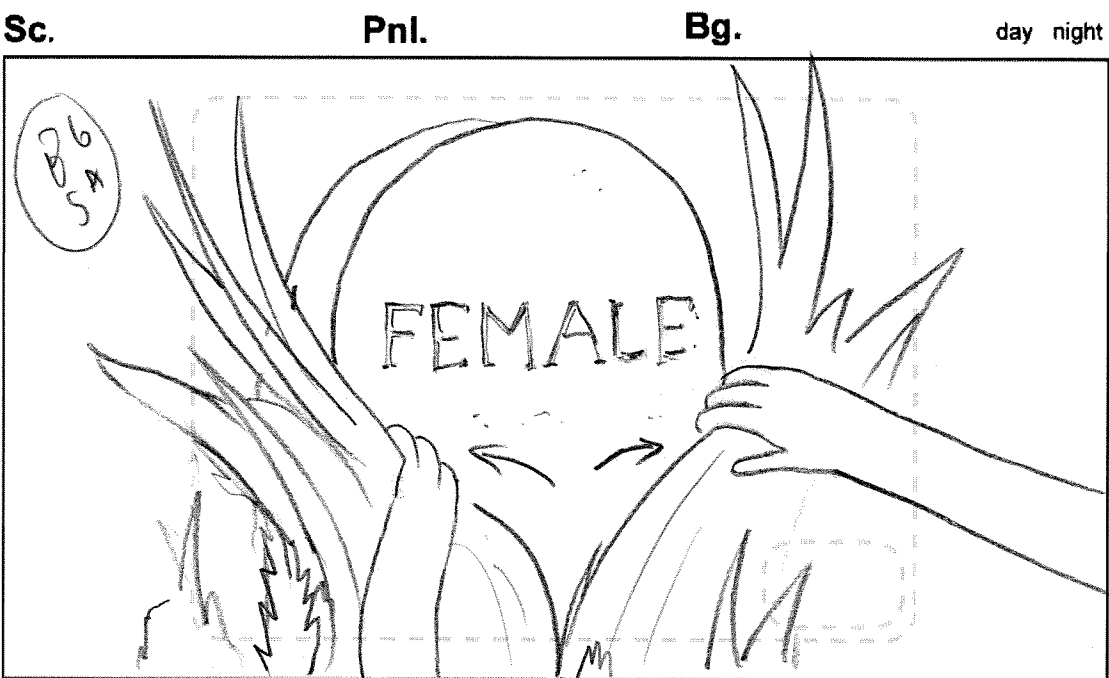
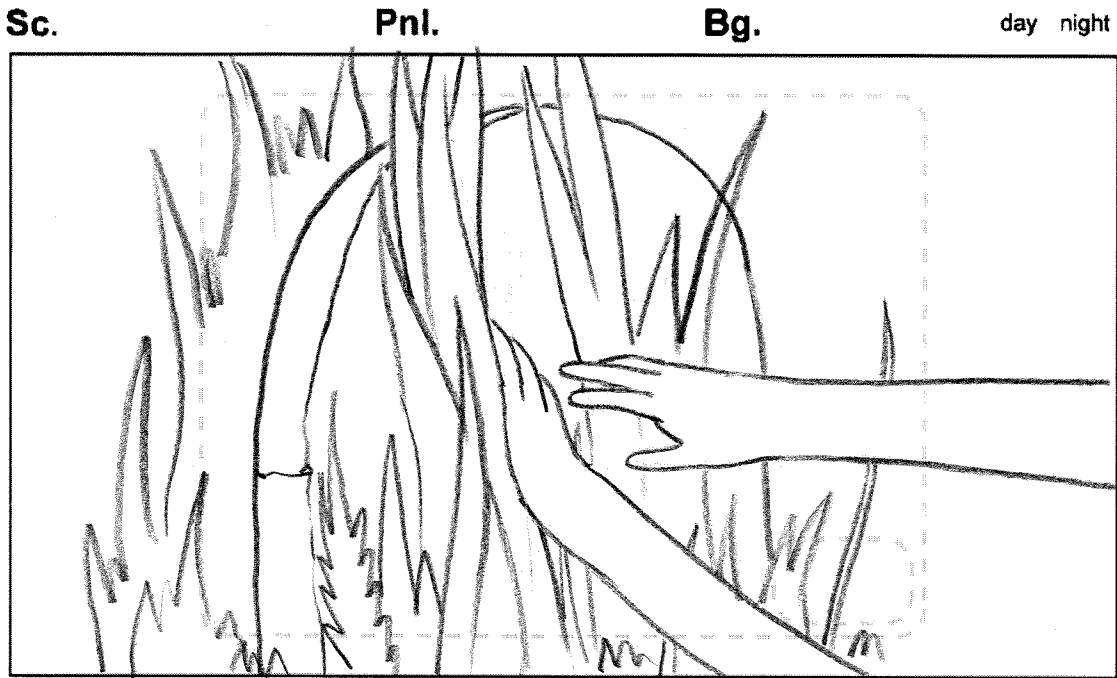
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 41

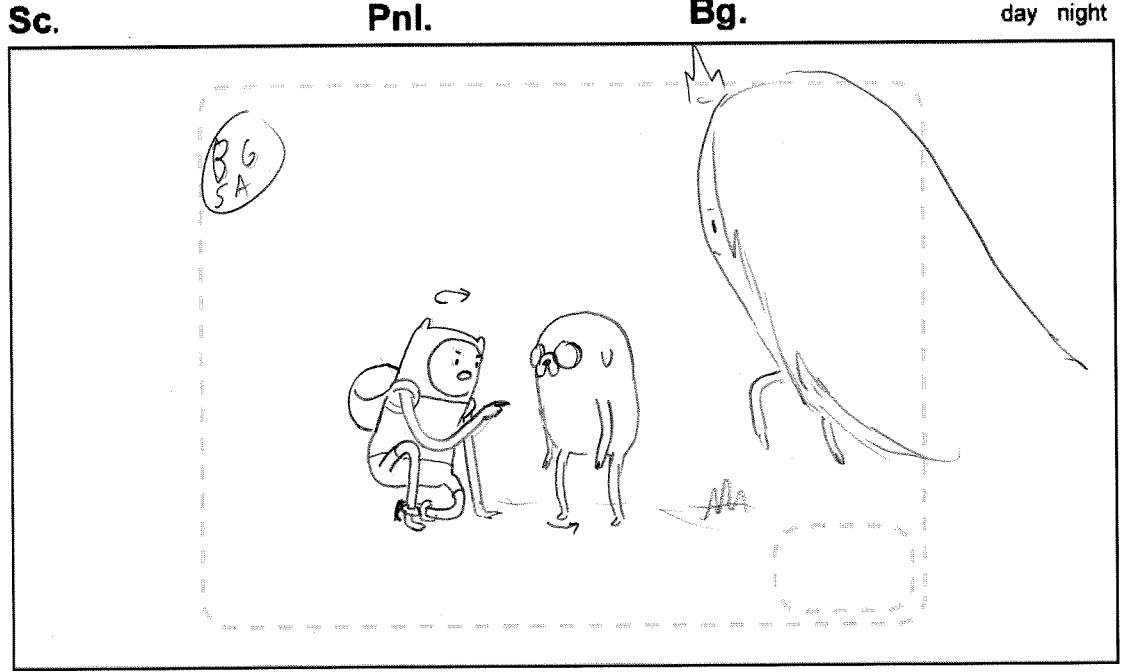
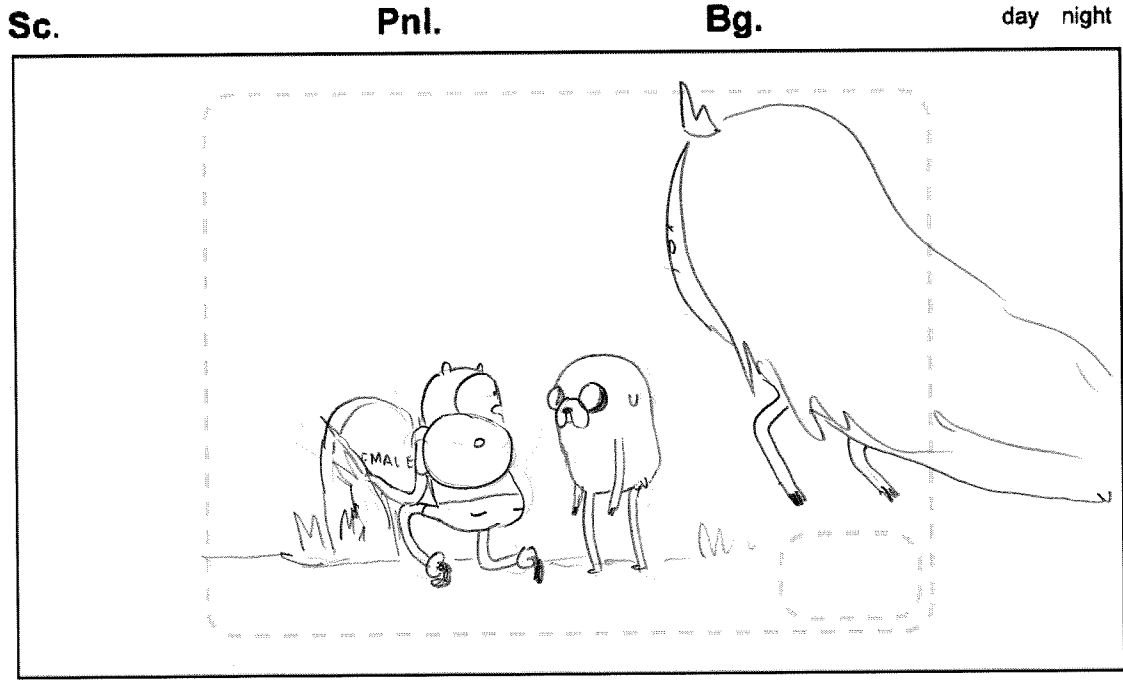


Dialog:	(F) (Barely literate slow read) Fee-ma-ayle
Action:	
Timing:	

100877  
EPISODE #  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



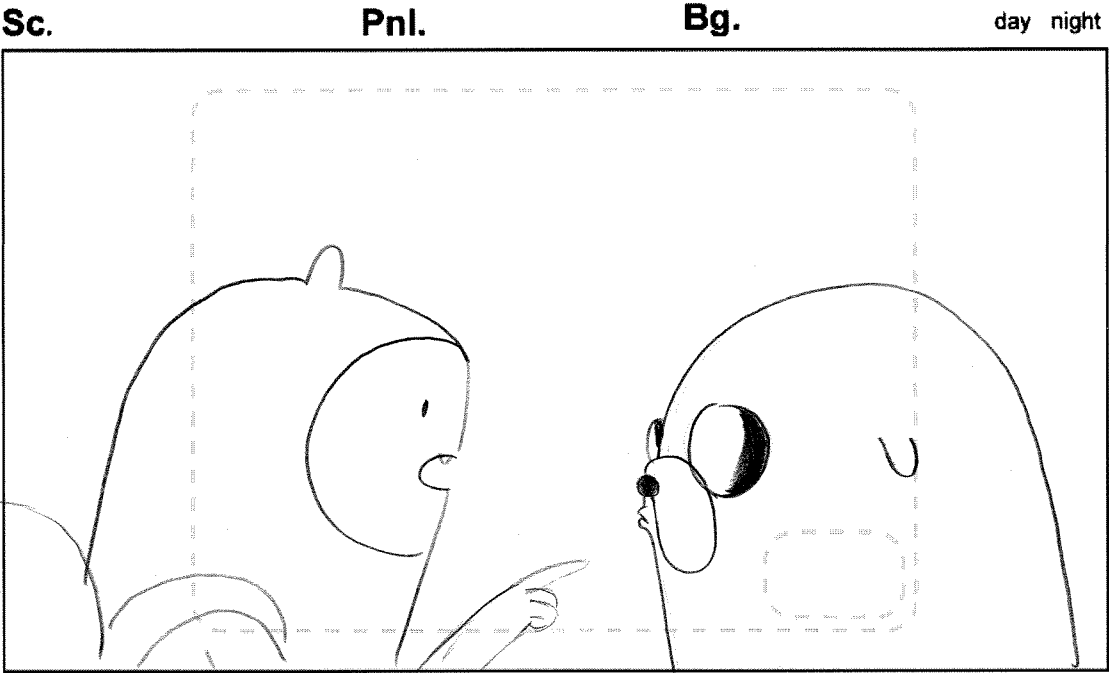
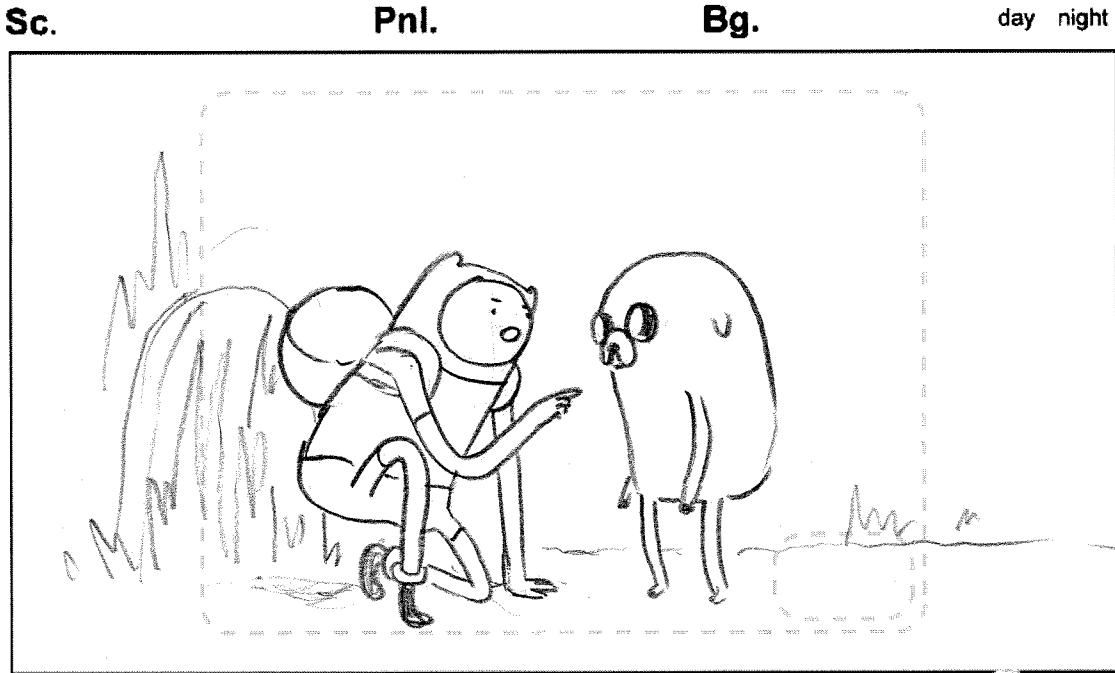
Dialog:	(F) It's a good start.	(F) But we need more!
Action:		
Timing:		

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



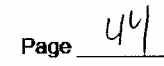
Dialog:	(F) Jake, it's time to interrogate the neighbors.	(F) We'll do it (2) "good cop"
Action:		(2) f points thumb at himself
Timing:		

EPISODE # 100877

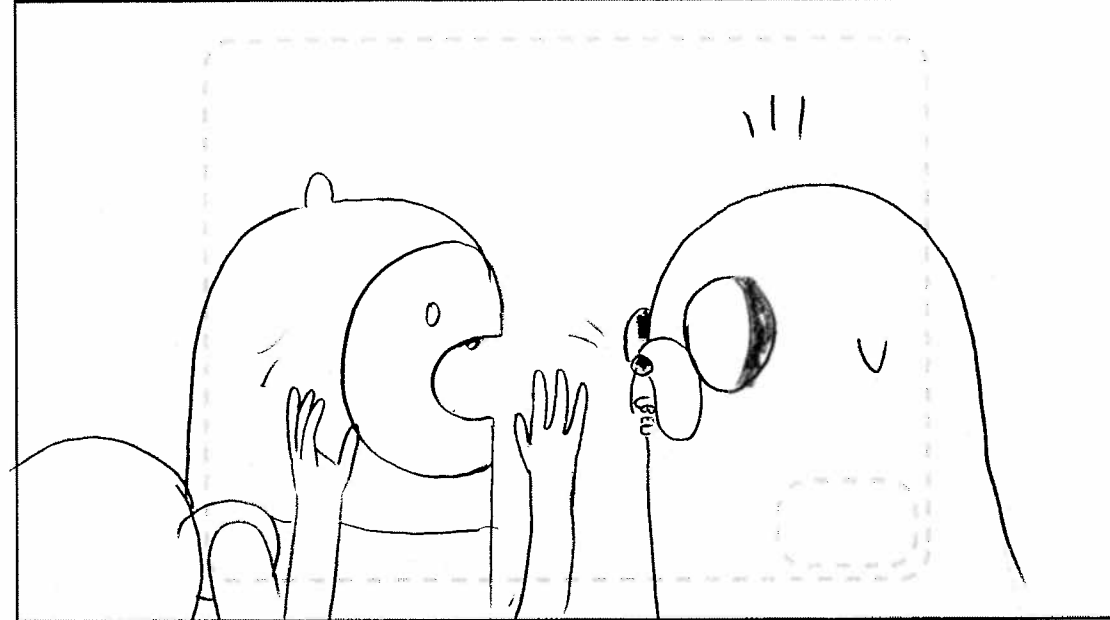
Production :



© 2019 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



day night



⑦ "Bad cop" style ⑦ I call bad cop!

⑦ points at Jake

**Timing:**

**Production :**

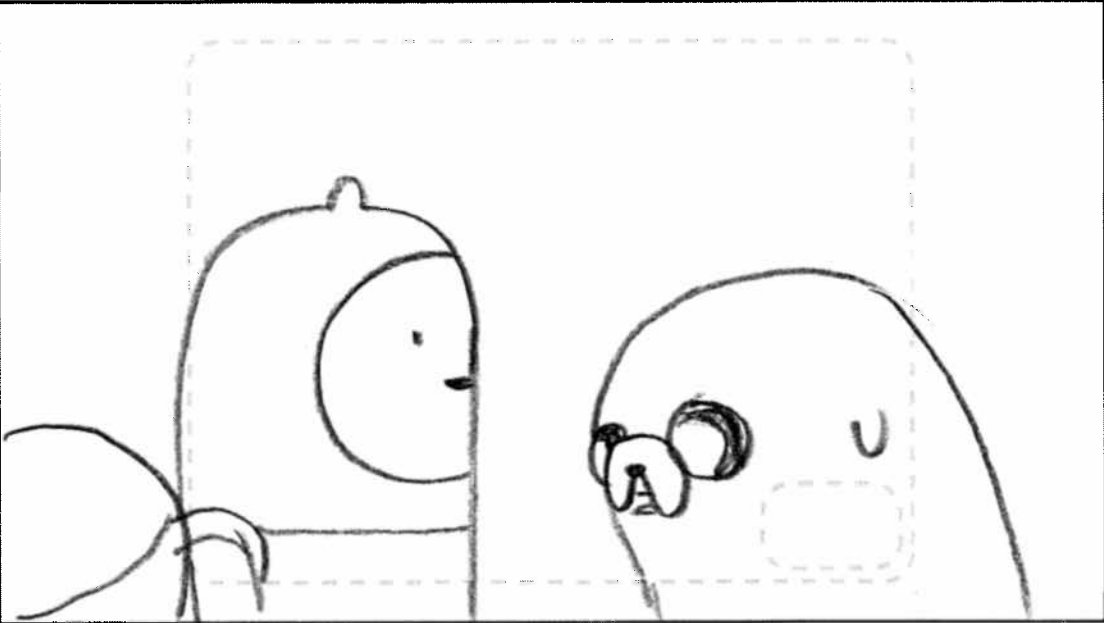
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

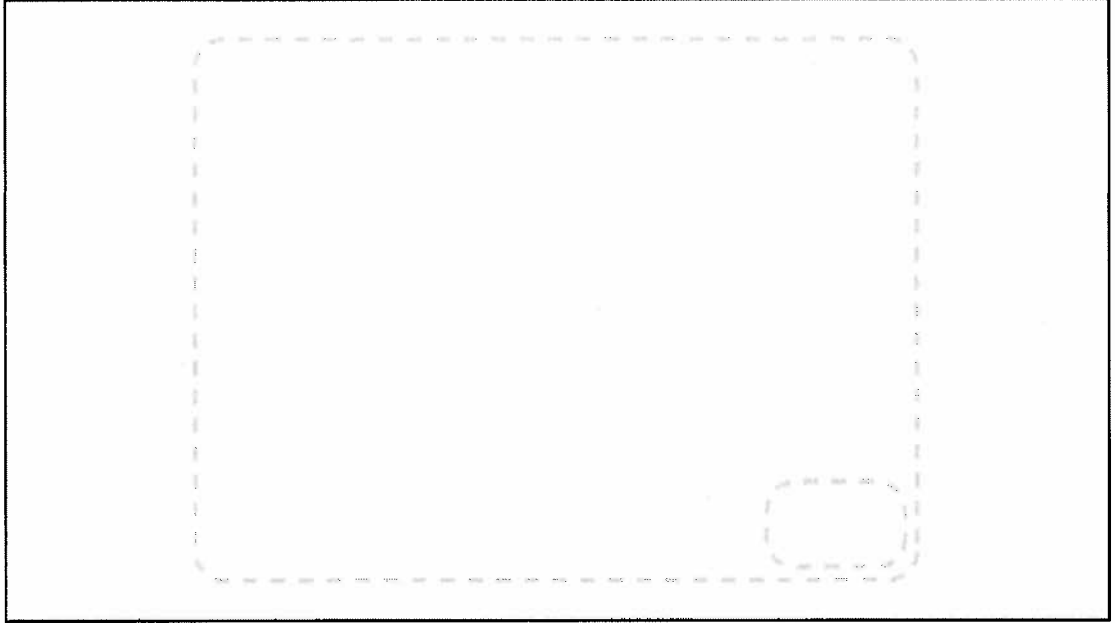


Page 45

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: (J) Aww..

Action:

Timing:

EPISODE # 100877  
Production :

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

Production :  
EPISODE # 100877

ADVENTURE TIME



Sc. Pnl. Bg. day night

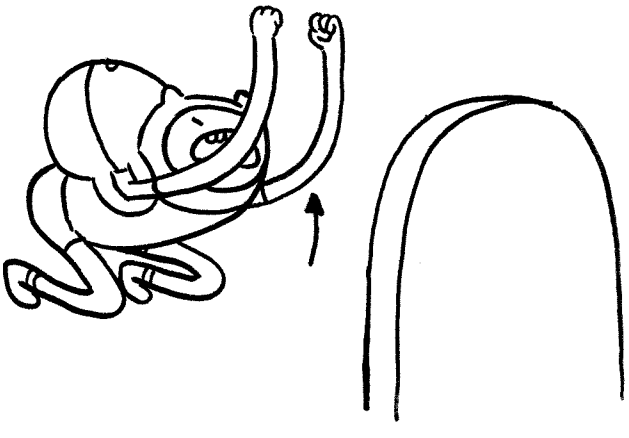
Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

F/OYO GHOST !@YO !OYO !



EPISODE #100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: Finn/ YO WAKE UP FOOL!

Action:

Timing:

Finn/ YO YO YO YO YO YO YO YO

① ② ① ② ① ② ① ②

cycle 1+2 fast

EPISODE # 100877

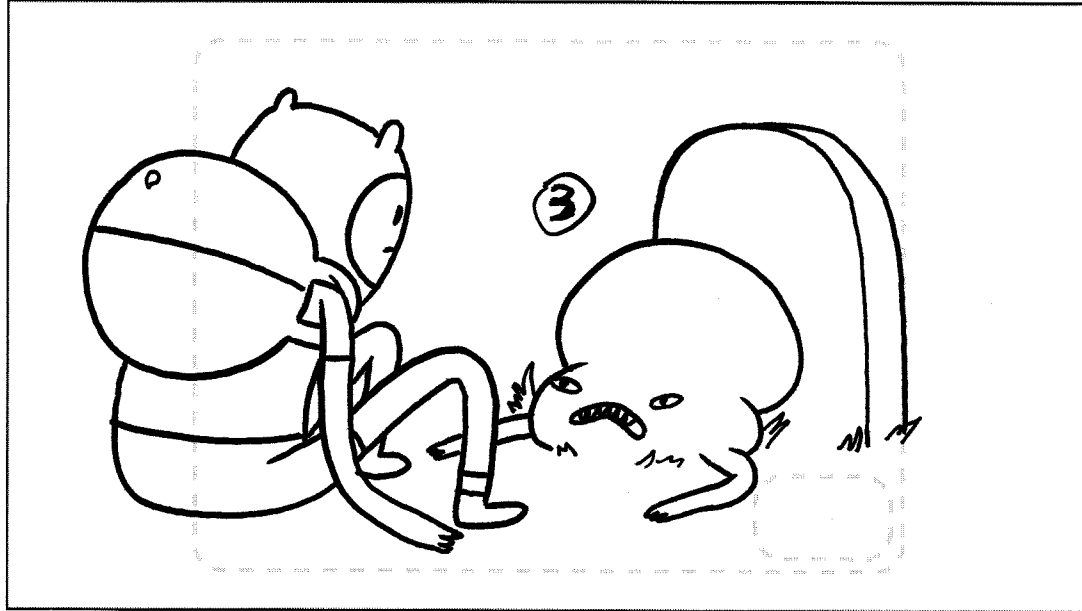
Production :

# ADVENTURE TIME

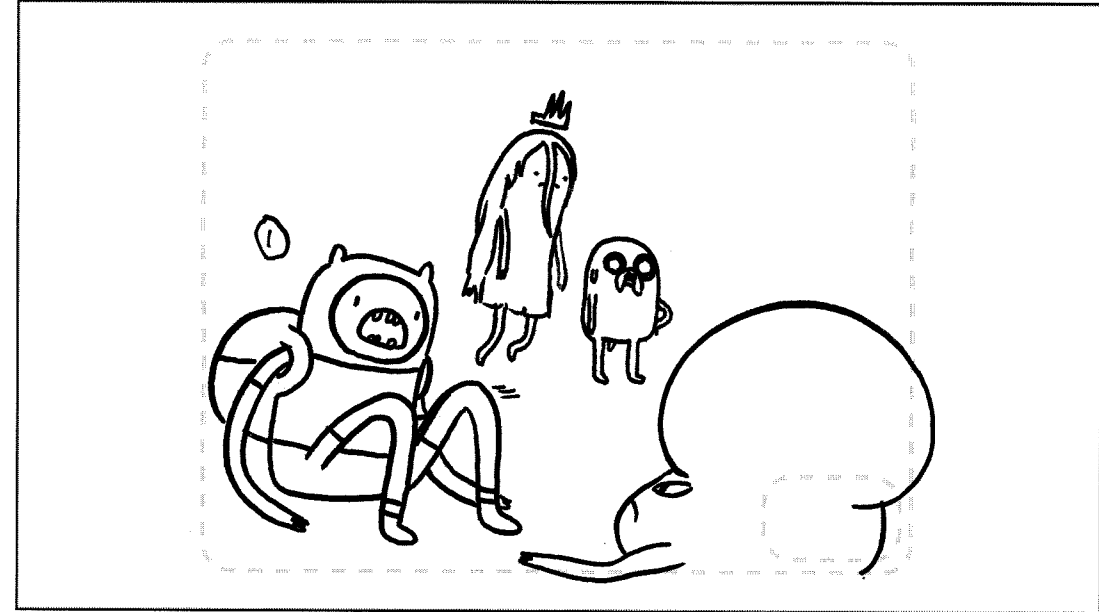


Page 49

Sc. Pnl. Bg. day night



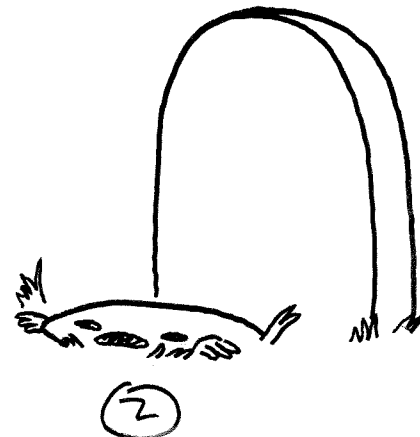
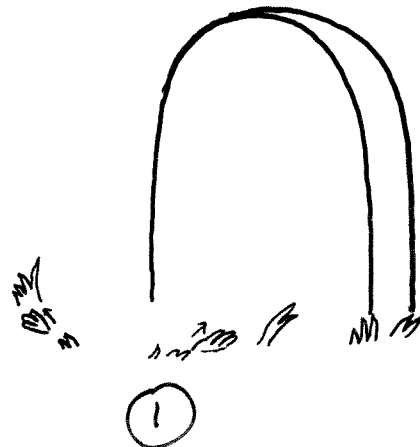
Sc. Pnl. Bg. day night



Dialog: Boilbee! Whaaat?!

Action: (boilbee pops out of ground)

Timing:



Finn/ ① YO GHOST. What do you know about ② the lady buried next to you?



EPISODE # 100877

Production :

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	Boil'bee / what, you mean <u>her</u> ?	Boil'bee (os) / she's been here longer than almost everybody!
Action:		
Timing:		

EPISODE # 100877

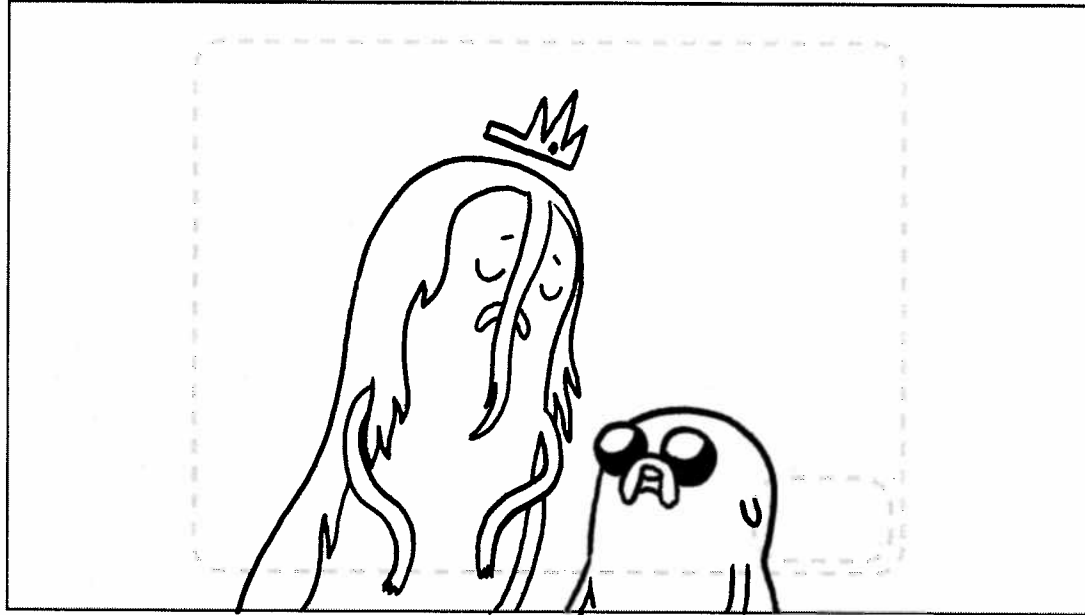
Production :

# ADVENTURE TIME

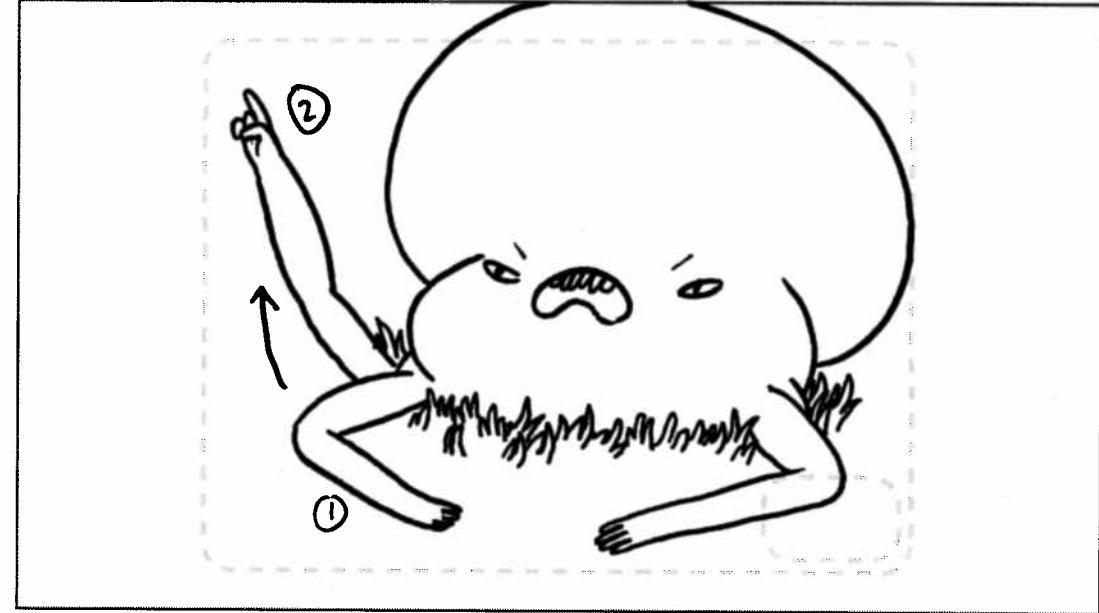


Page 51

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: GP ① He's right! ② ≡ SOB ≡!

Action:

Timing:



Boilbee/ And don't think I don't see what you do Ghost Princess!

EPISODE # 100877

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	GP / SDB : what?	Boilbee/ sneakin' off at night
Action:		
Timing:		

EPISODE # 100877

Production :

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: Boilbee/ ① Scarin' peeps!  
② Havnting at all hours!

Action:

Timing:

Boilbee/ 'cause you can't deal with your issues!

EPISODE # 100877

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: GP/ : ohhh !! :

Action:

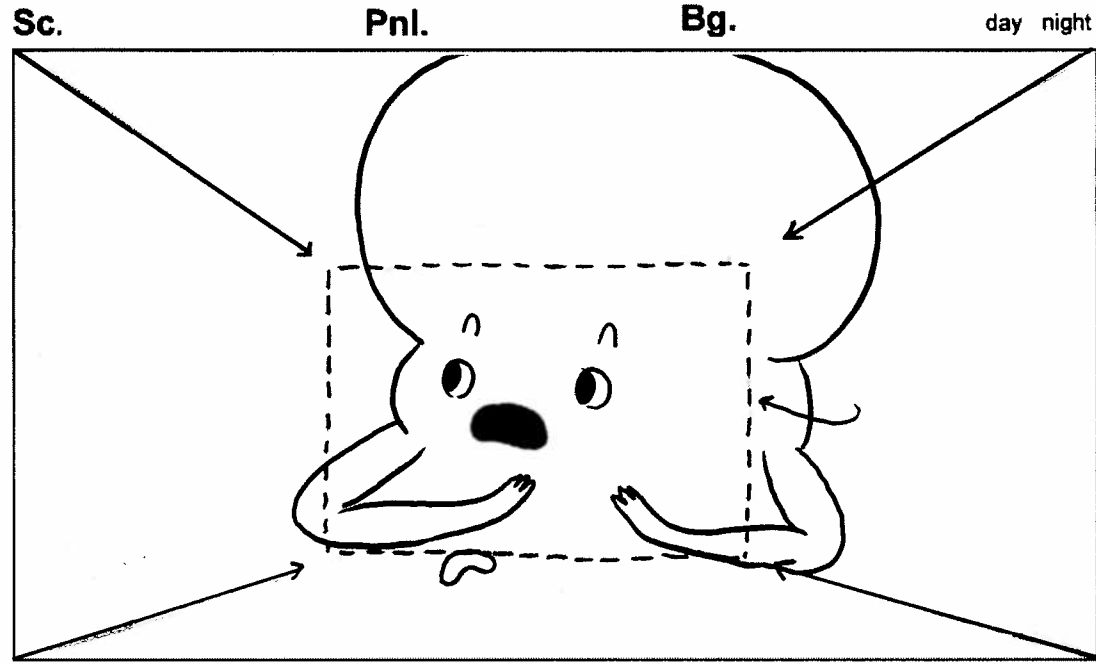
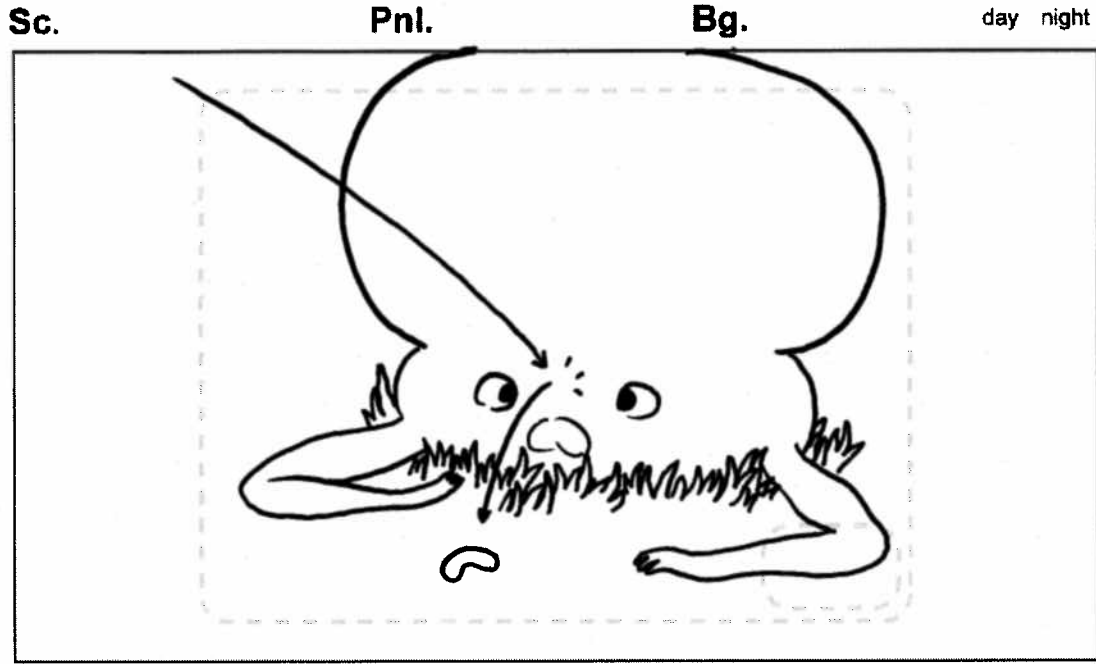
Timing:

B / heh heh heh

EPISODE # 100877

Production :

ADVENTURE TIME

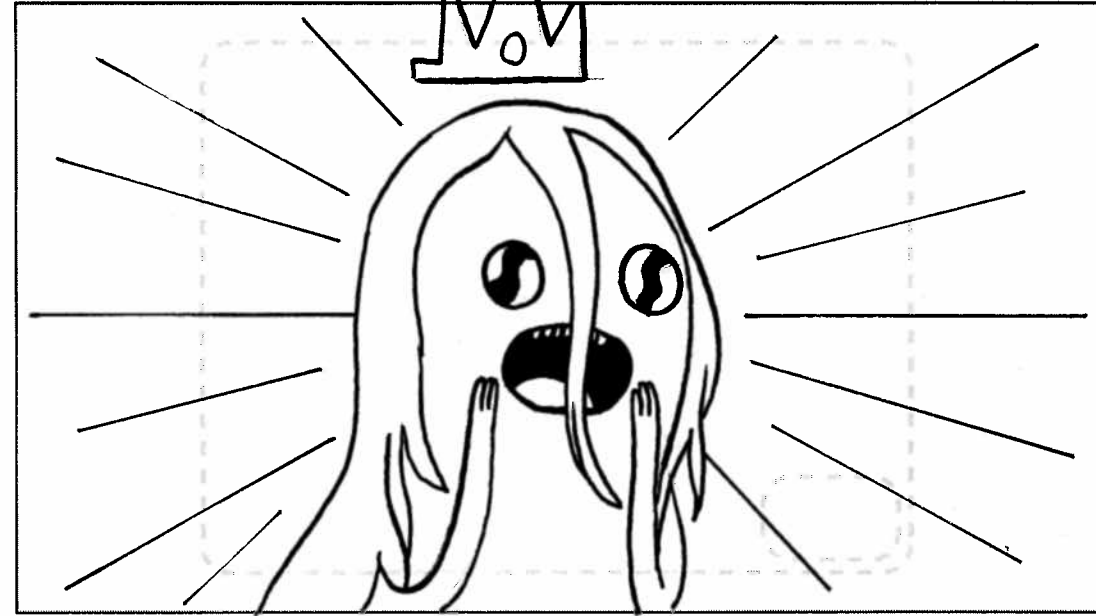


Dialog:	(os) Clarence / Leave her be, Boilbee!	Boilbee! whaaaaa + !!!
Action:	cheese puff hits face	Truck in
Timing:		

EPISODE # 100877

Production :

day night



GP / 00 H H H W A A

on:

②



③

④

hits Boilbee  
w/ puff.

The diagram shows a character's head (labeled 3) with a puff of air (labeled 4) coming out of its mouth. The puff is directed towards a curved surface, which is labeled 'hits Boilbee w/ puff.' The surface is represented by a curved line with a small 'u' shape and a 'P' shape, indicating a specific point of impact or a specific part of the surface.

**Production :**

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 57

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog: Boilbee/ B-butt out Clarence!

Clarence 10 SOME OF US still want to feel.  
you know?

Action:

Timing:



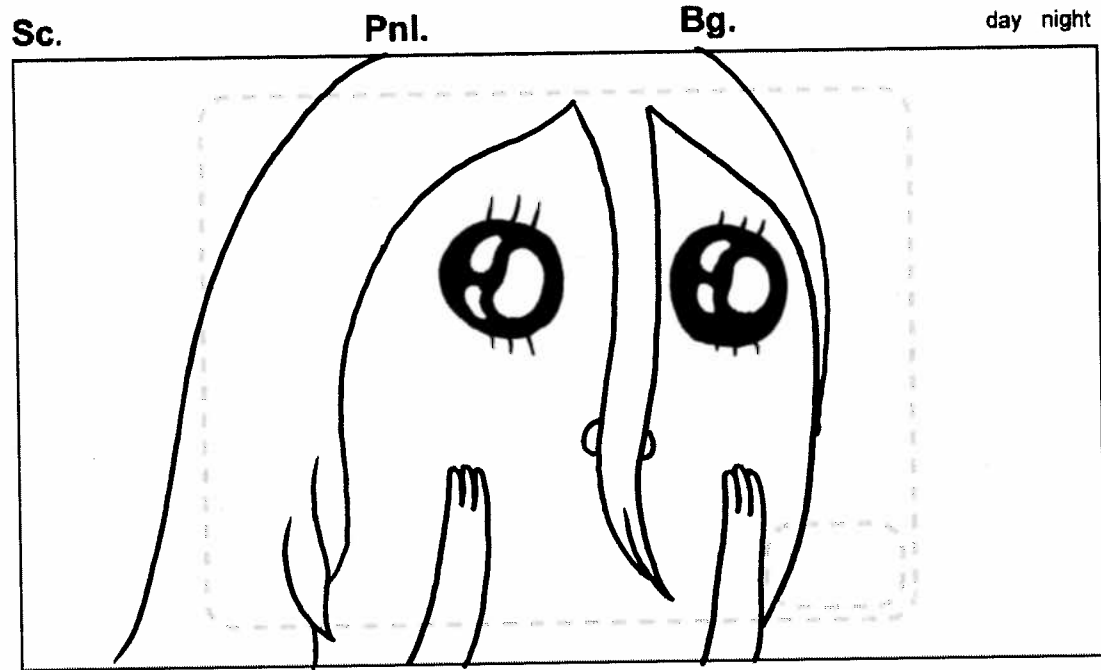
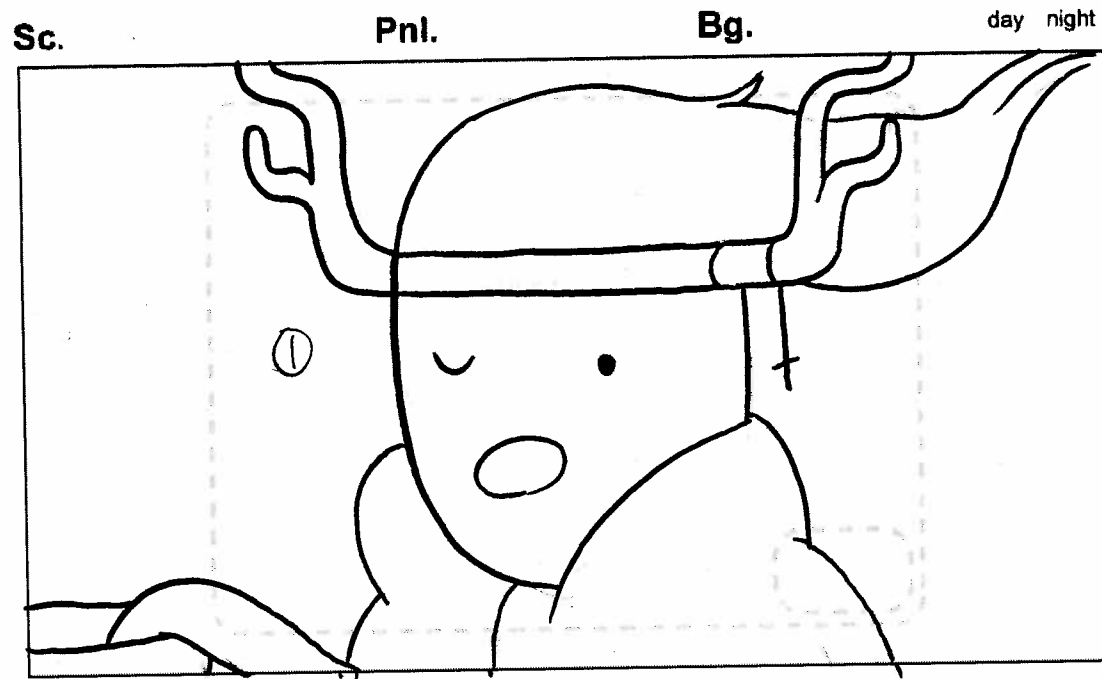
EPISODE 100877

Production :

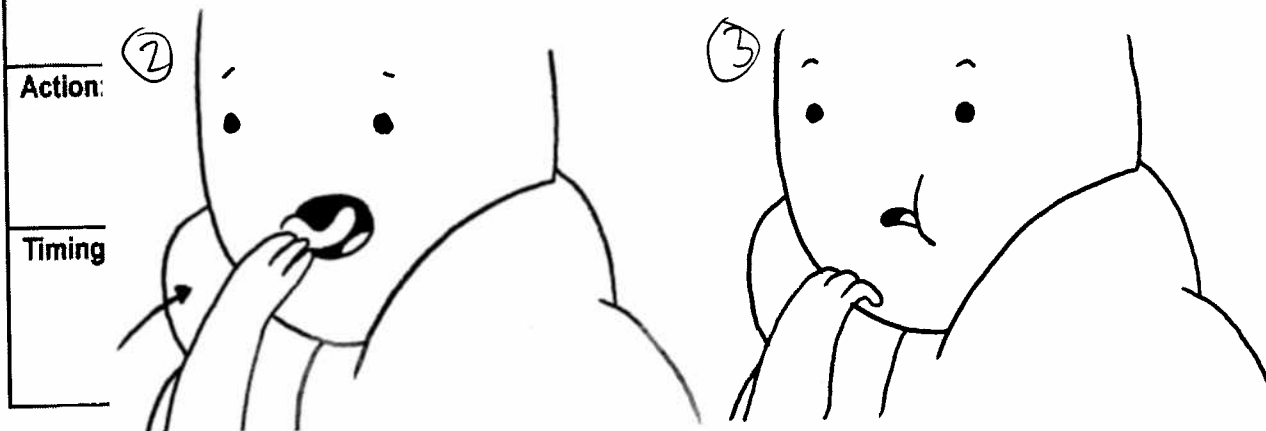
# ADVENTURE TIME



Page 58



Dialog C1/① The vital ② hrmp ③ magnetism of life



Clarence (OS)...The vibrating energies that

gp's mouth goes slack

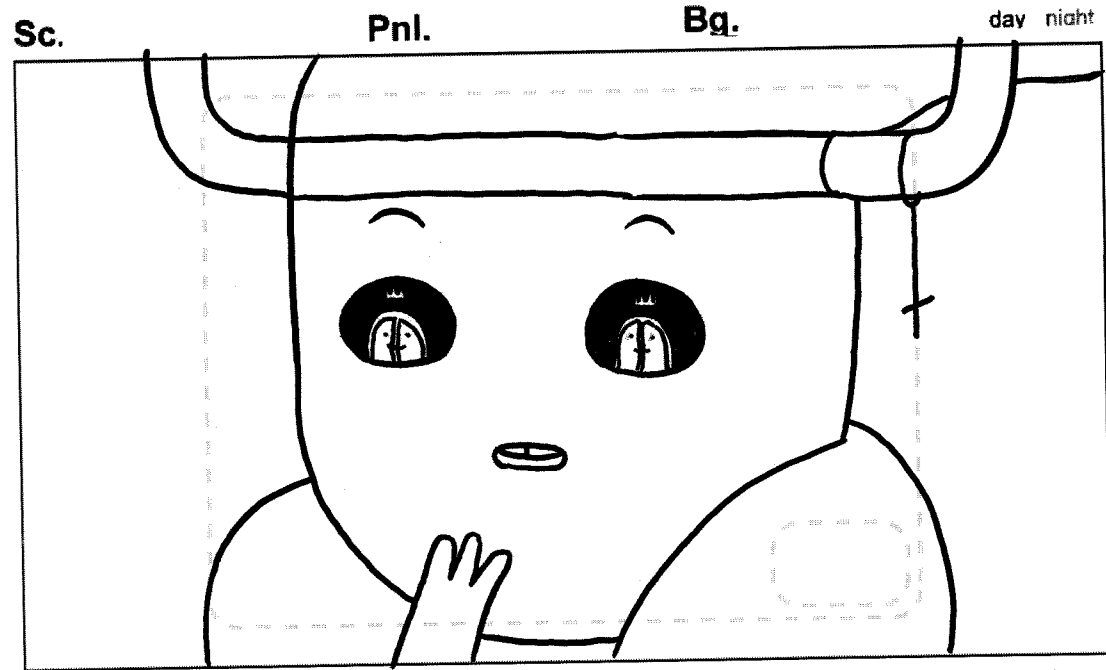
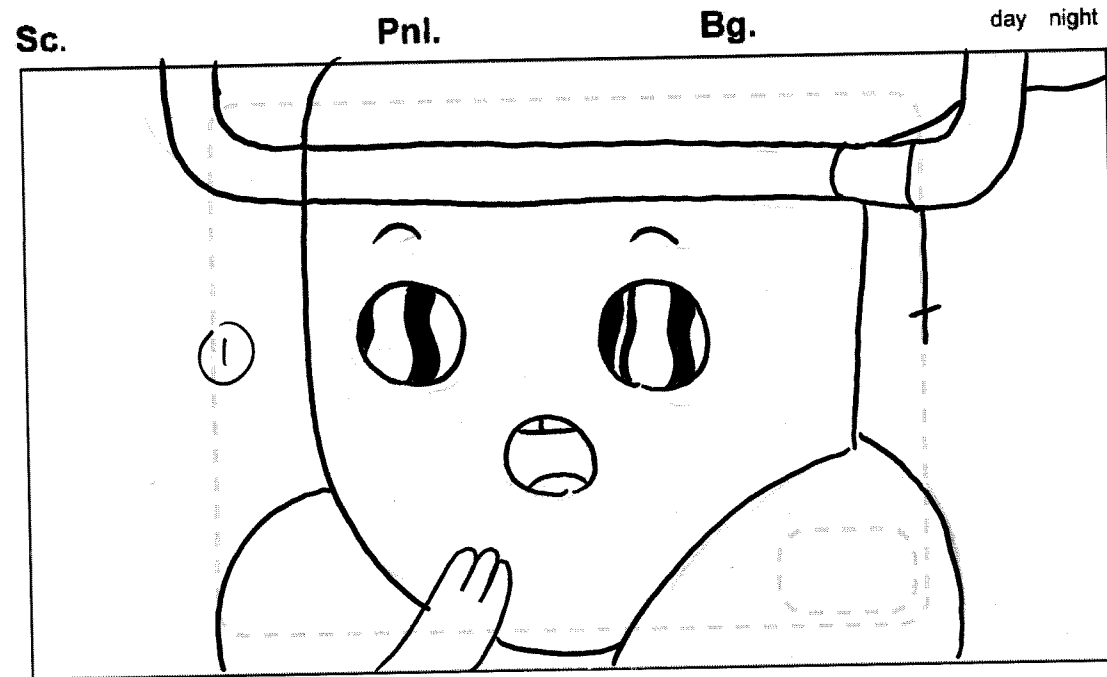


EPISODE # 100877

# ADVENTURE TIME



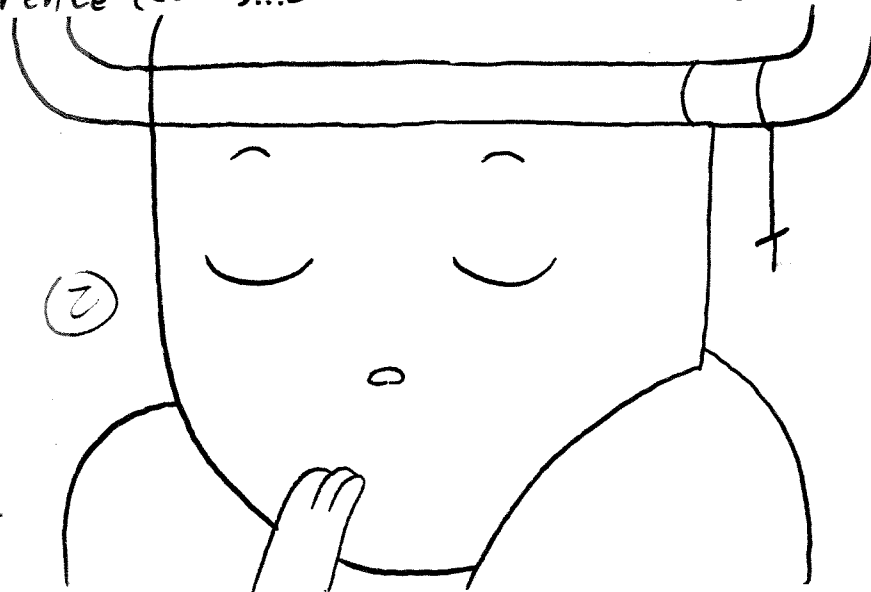
Page 59



Dialog: clarence (cont) ① connect all ② living and non-living beings...

Action:

Timing:



EPISODE # 100877

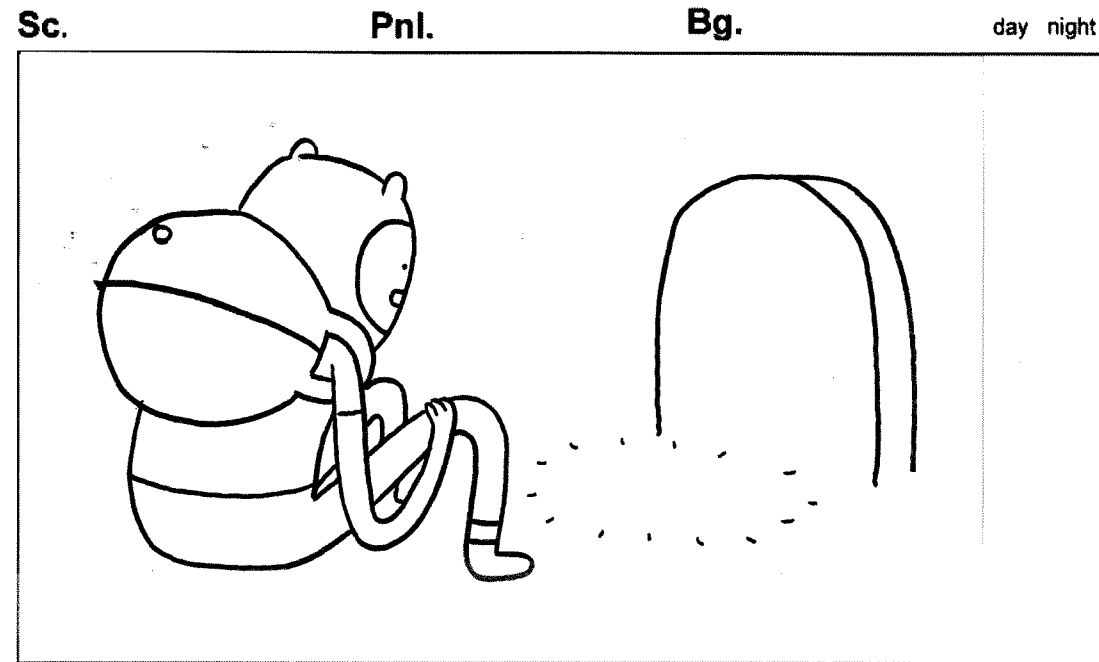
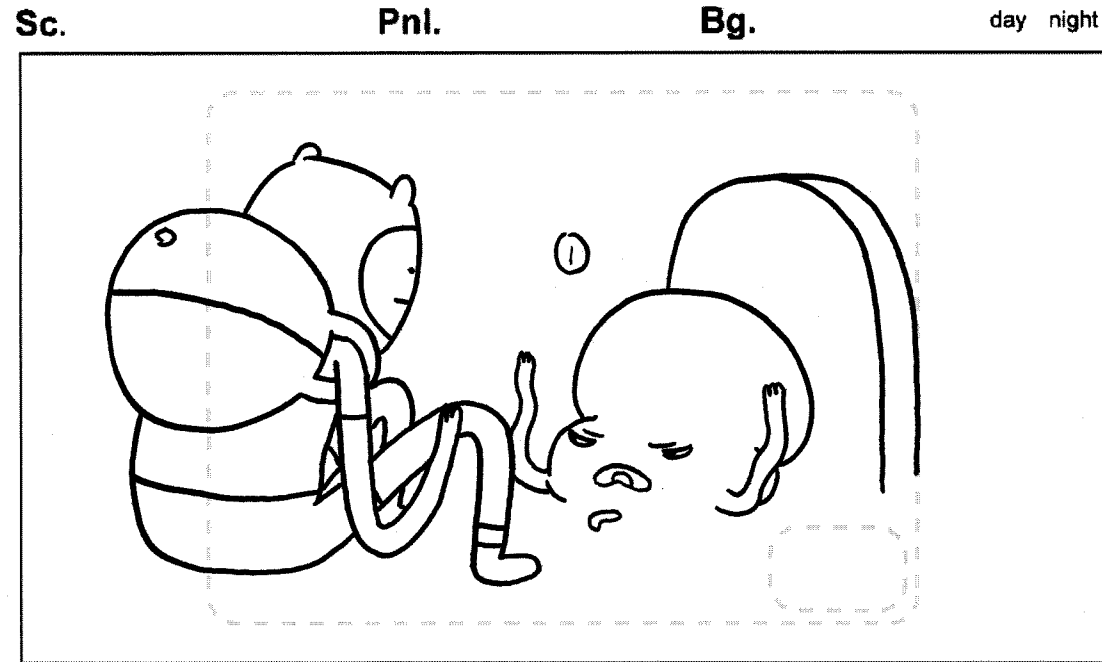
Production :



# ADVENTURE TIME



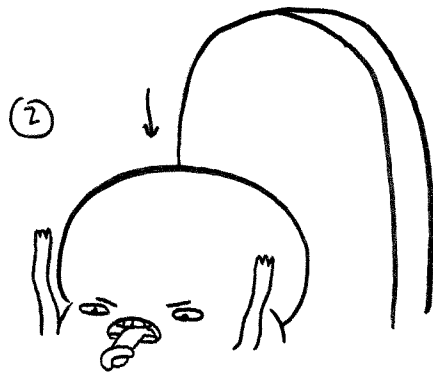
Page 60



Dialog: Boilbee ① NYAA ② I don't like your words ③ NYAAA

Action:

Timing:



EPISODE # 100877

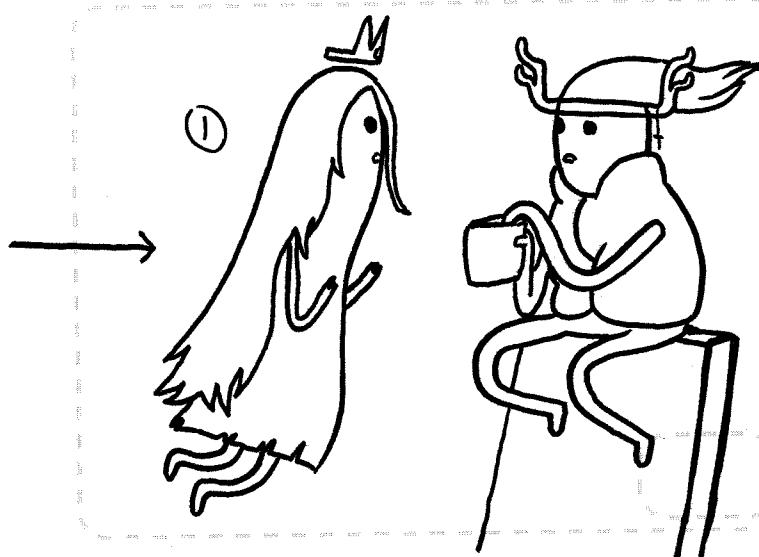



Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 61

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									

Dialog: GP / ① I'm Ghost Princess.. ② h-have we met before ?

GP / I feel like we have...

Action:

Timing:



EPISODE # 100677

Production :

# ADVENTURE TIME

Page 62

**Sc.**

**Pnl.**

**Bg.**

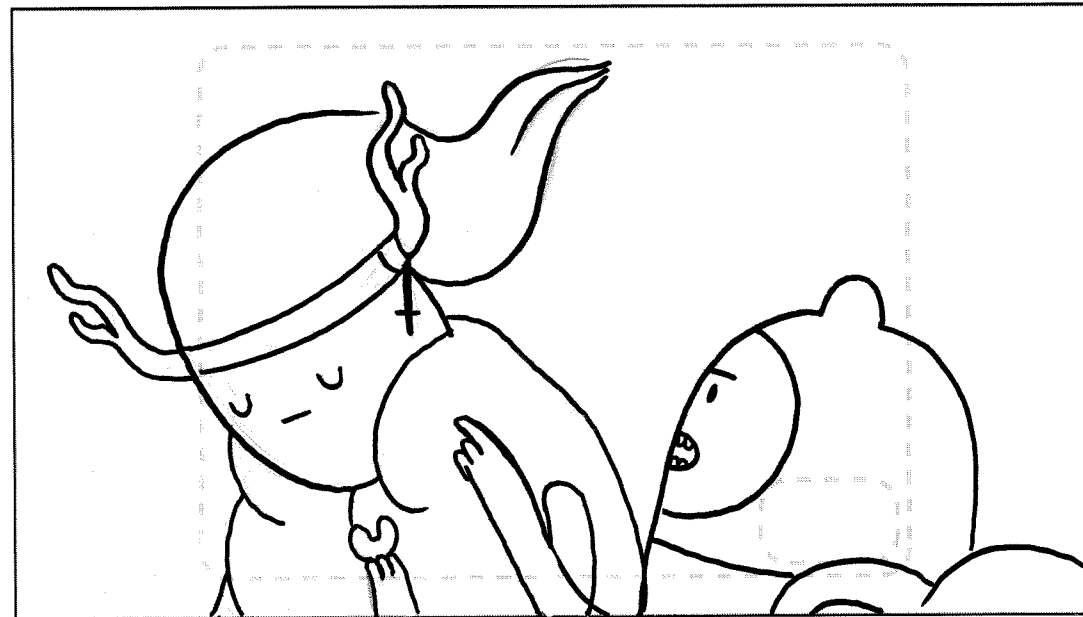
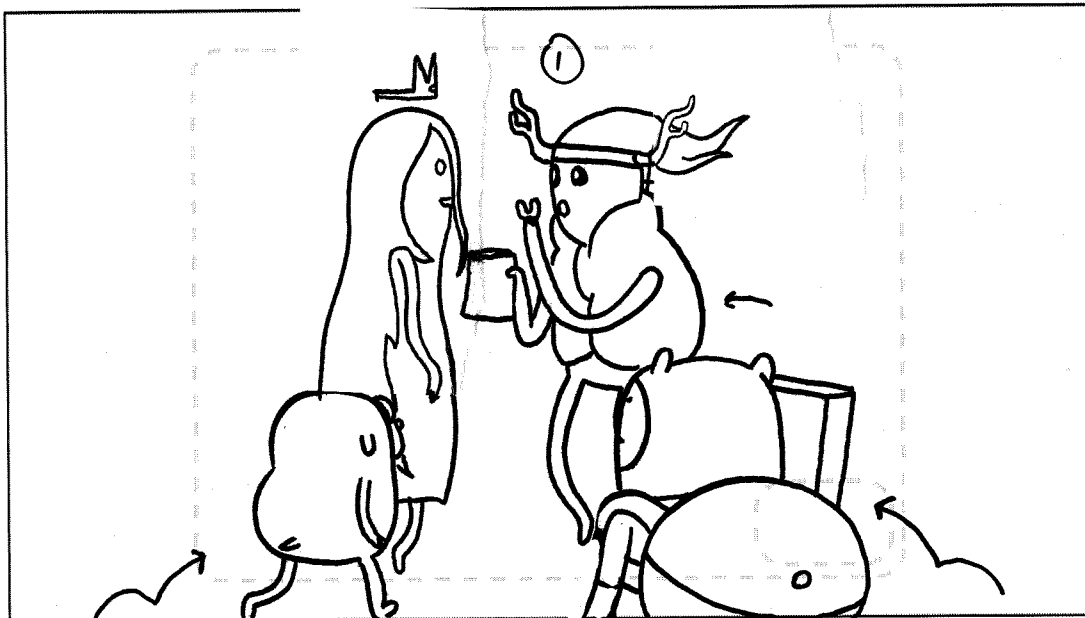
day night

**Sc.**

**Pnl.**

**Bg.**

day night



**Dialog:**

**Dialog:**

Clarence ① I don't think so m-lady  
          ② but I am honor-ed.  
                ↑  
               (pronounce)

**Action:**

**Timing:**

FI whaddya know 'bout  
Ghosty P's getting  
murdered?



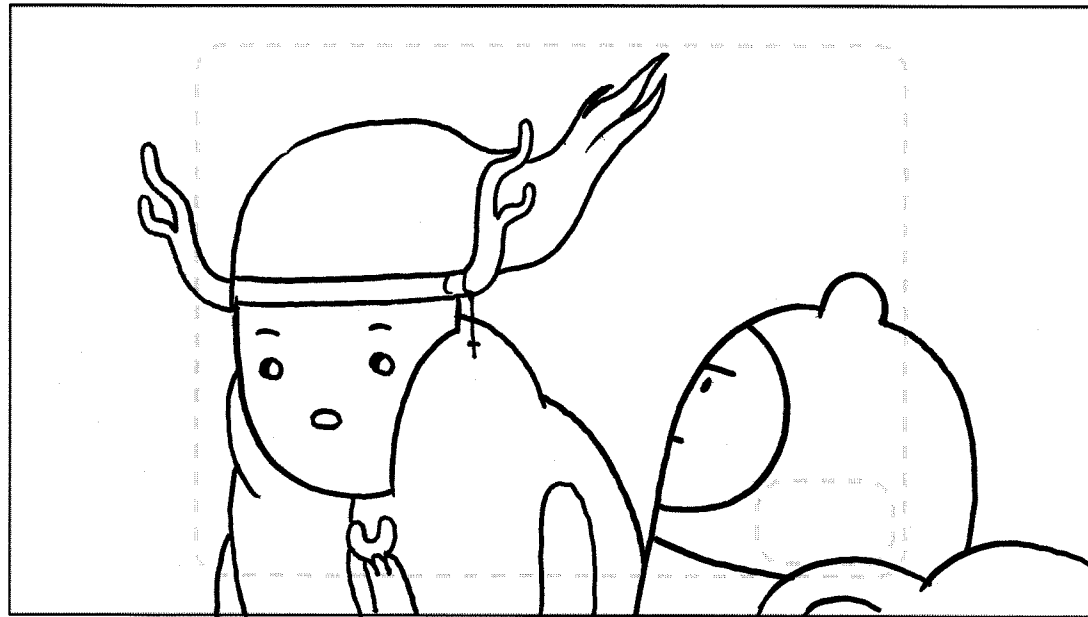
EPISODE # 100877

# ADVENTURE TIME

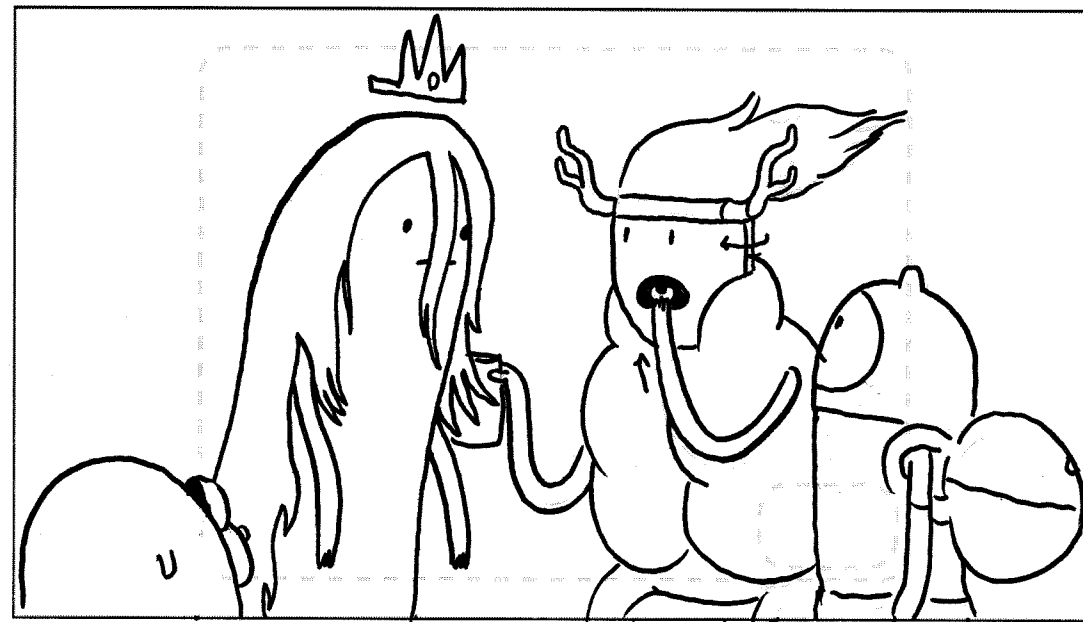


Page 63

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: Clarence/ Sorry I dont know anything.

CL/① I can't imagine anyone  
② who would harm

Action:

Timing:



EPISODE # 100877

# ADVENTURE TIME



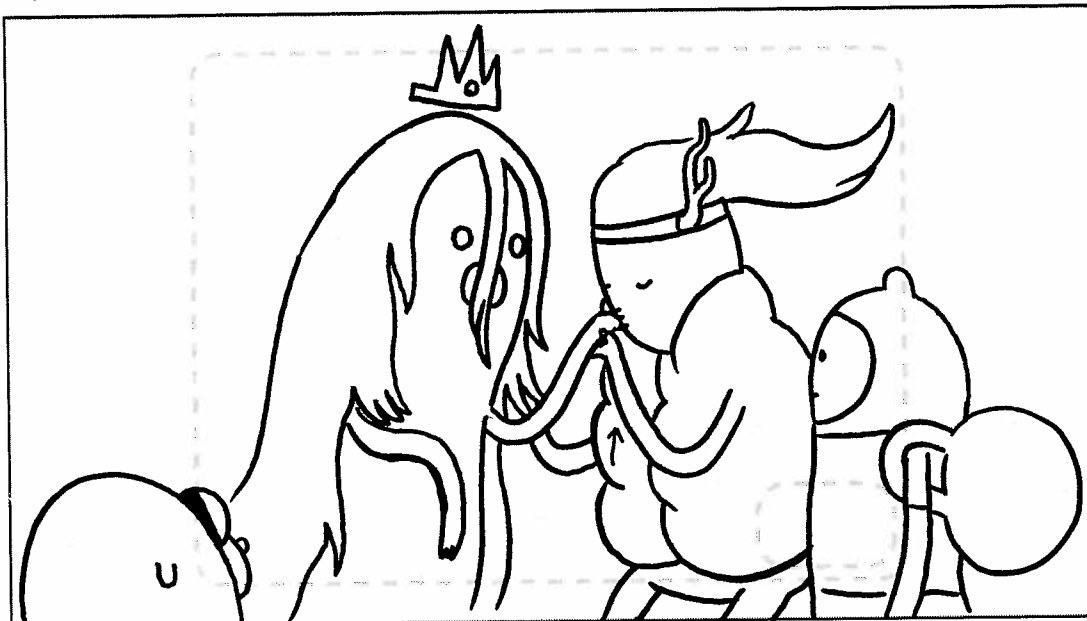
Page 64

Sc.

Pnl.

Bg.

day night

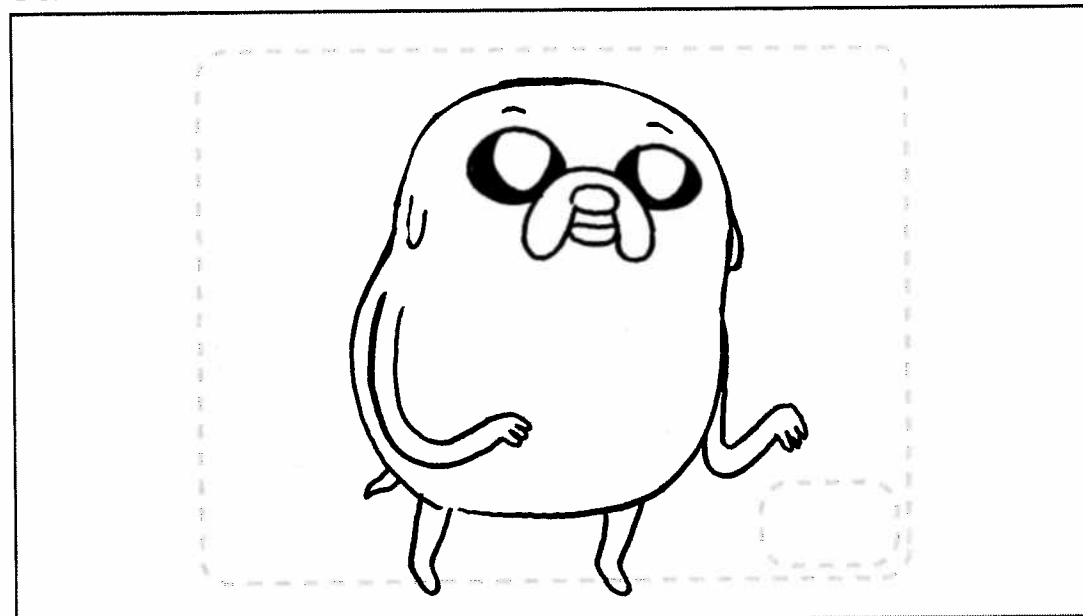


Sc.

Pnl.

Bg.

day night



Dialog: Clarence / (cont.) Someone as beautiful  
as this.

Jake / woah smooth.

Action:

Timing:

EPISODE 100877

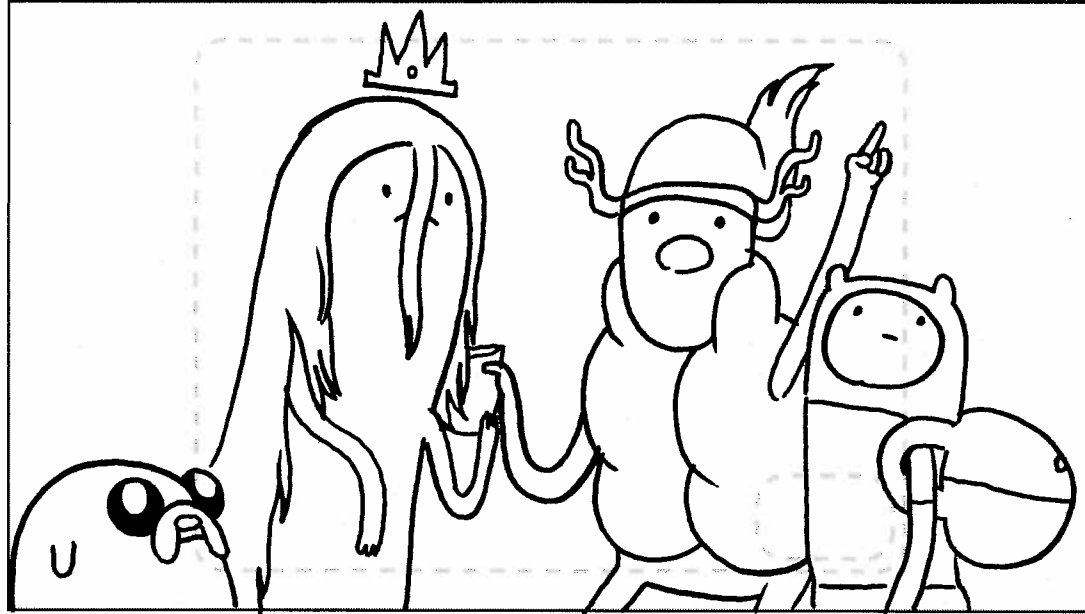
Production :

# ADVENTURE TIME



Page 69

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: <Lance/ did you try looking yonder? → (cont) that's where the neredowell  
ghosts hang out.

Action:

Timing:

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	F/ Riight. Nere do wellers.	let's do this Jake.
Action:		
Timing:		

EPISODE # 100877

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: J/ You stay and eat cheese puffs.

Action:

Timing:



EPISODE # 100877

Production :



# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(2) GULP!

Action:

Timing:

GP+CL/HAHAHA

EPISODE # 100877

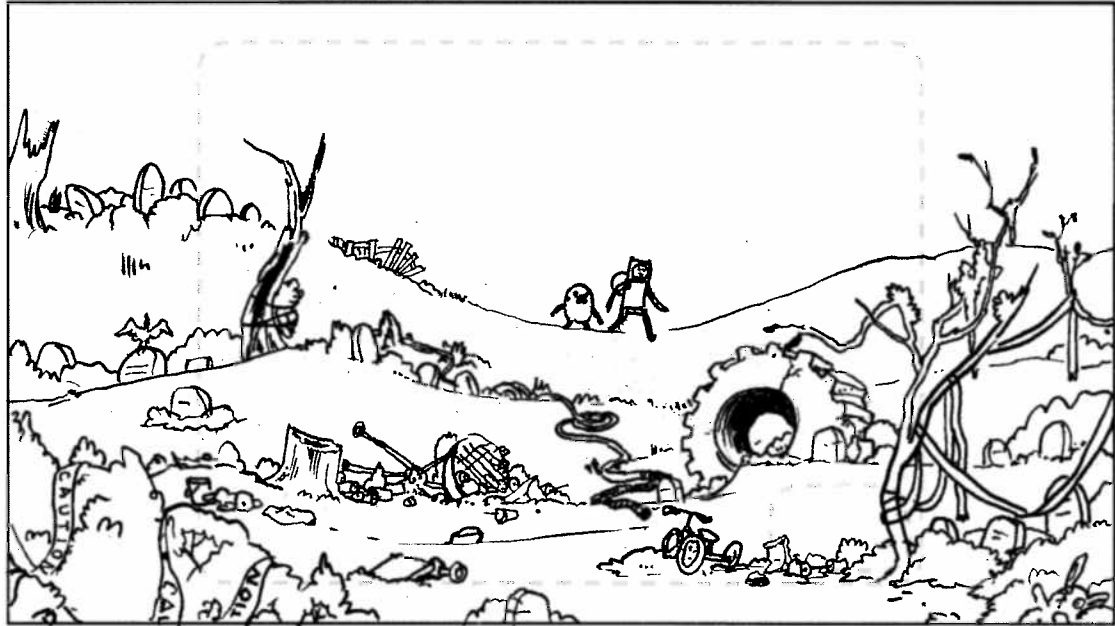
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

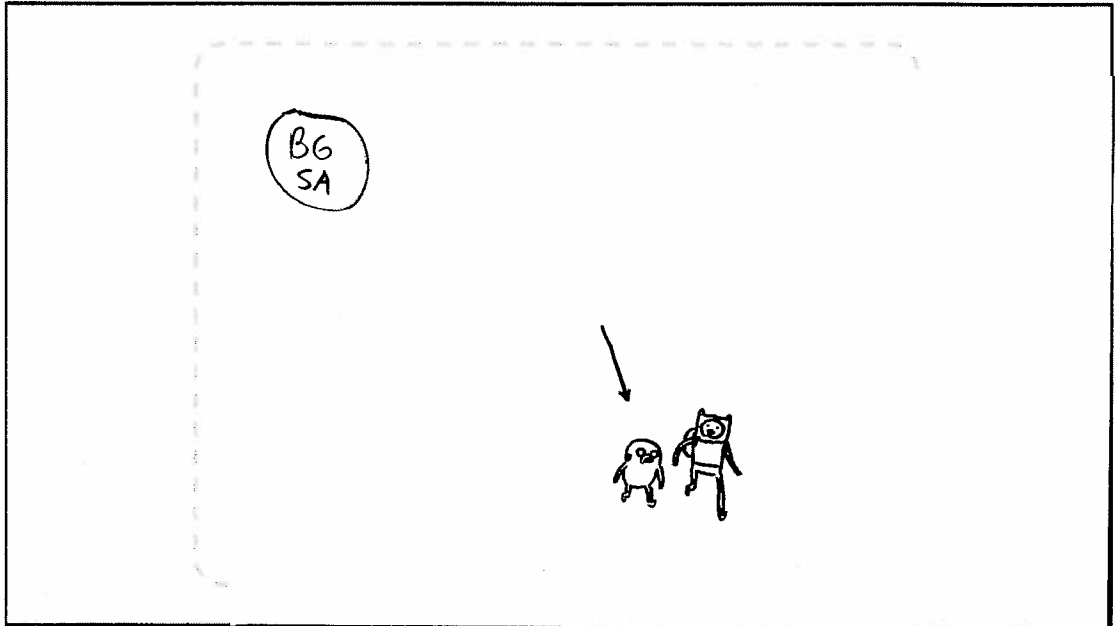
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night

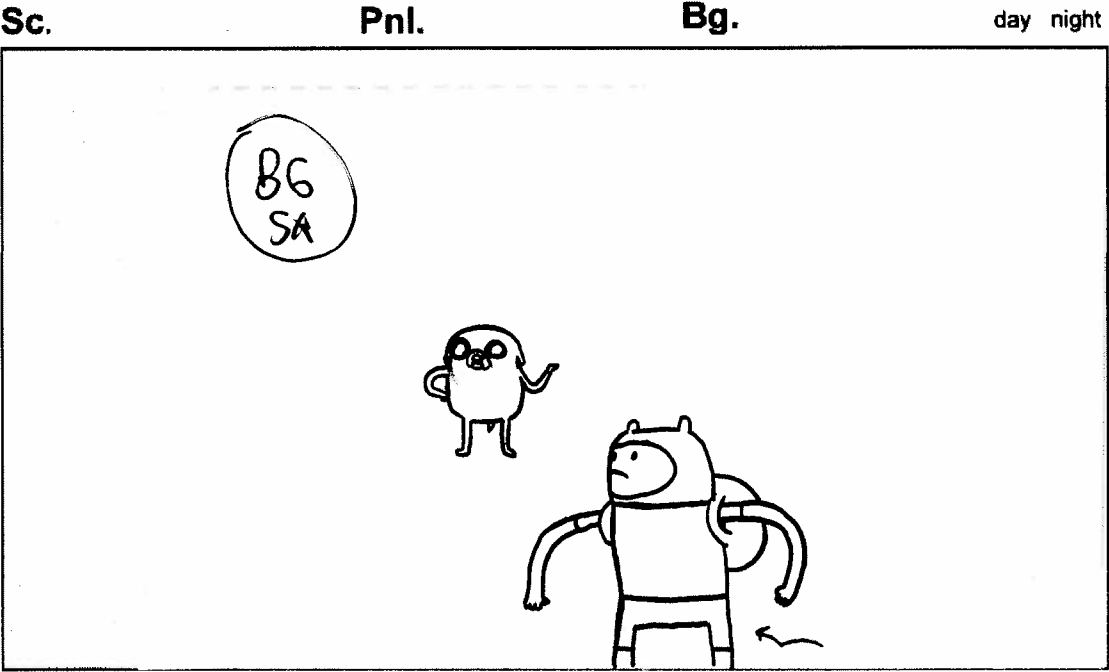
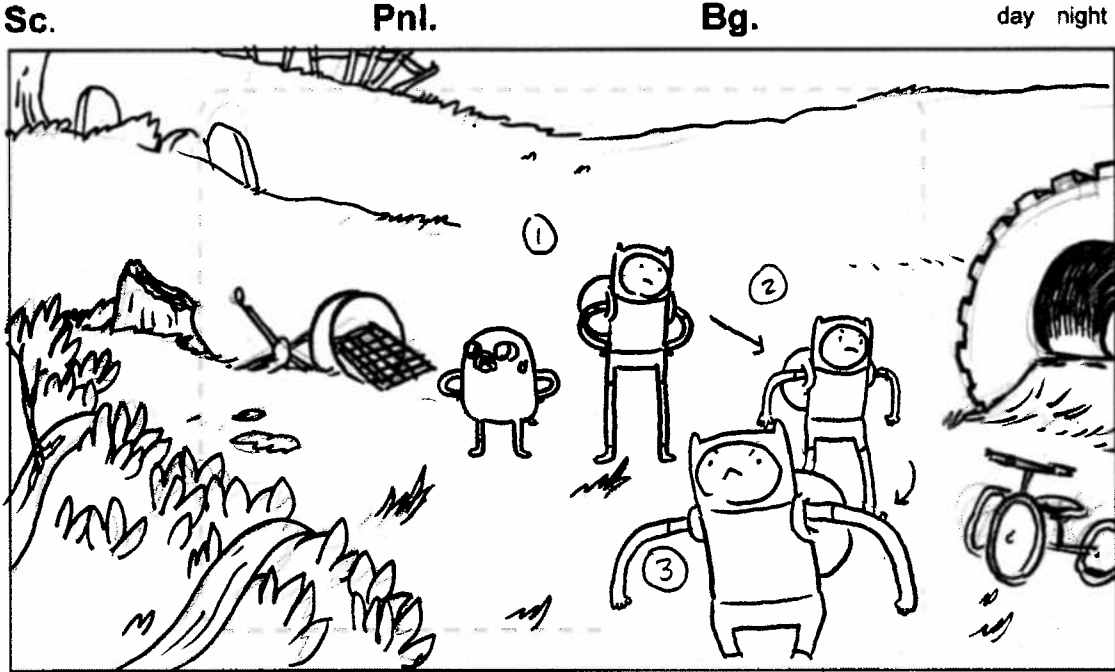


Dialog:	F/ Jeez. Look at this place	F/ It's all bunked up.
Action:		
Timing:		

EPISODE # 100877  
Production :

© 2010 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: J ① yeah no wonder this is where  
② the nerdowells go  
③ when they deerzy

Jake I got a feelin these ghosts are gonna be harder to shake than Boilbee.

Action:

Timing:

EPISODE # 100877

Production :

# ADVENTURE TIME



Page 71

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
Dialog: Finn/ Yeah well get ready					cause this biz is gonna get RIDONK.				
Action:									
Timing:									

EPISODE # 100877

Production :

# ADVENTURE TIME



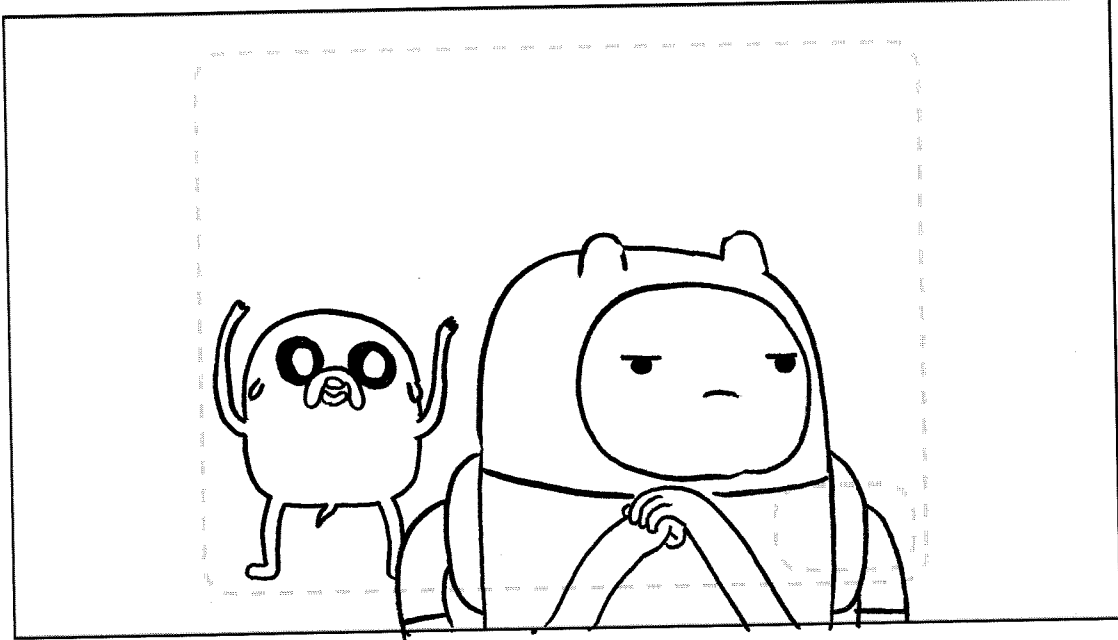
Page 72

Sc.

Pnl.

Bg.

day night

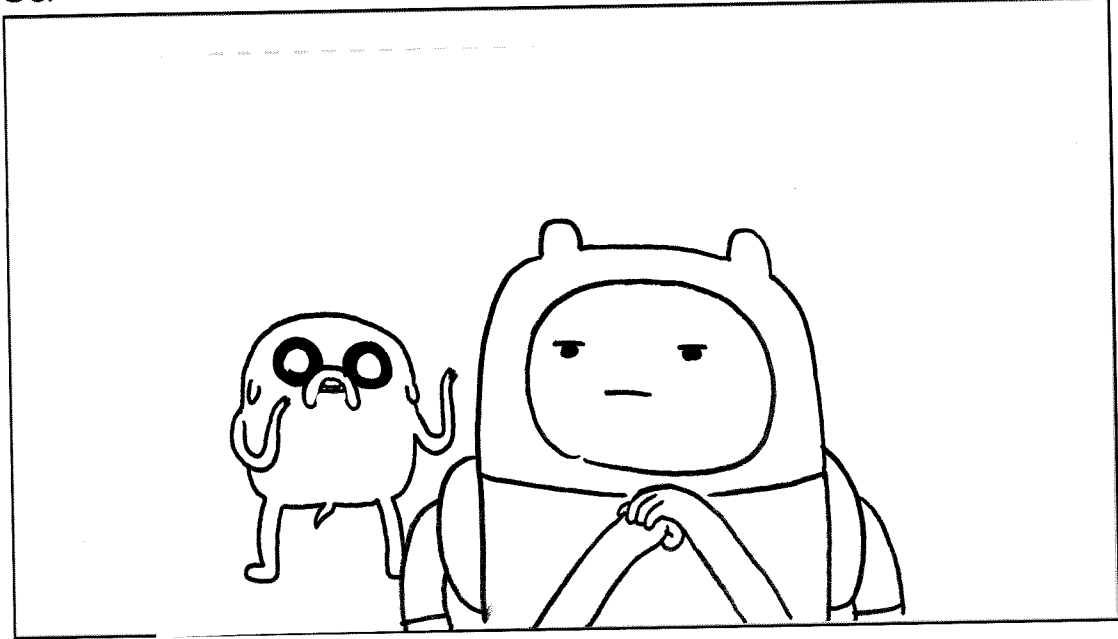


Sc.

Pnl.

Bg.

day night



Dialog:

Jake! Cool man, can I be "bad cop" now?

(beat)

Action:

Timing:

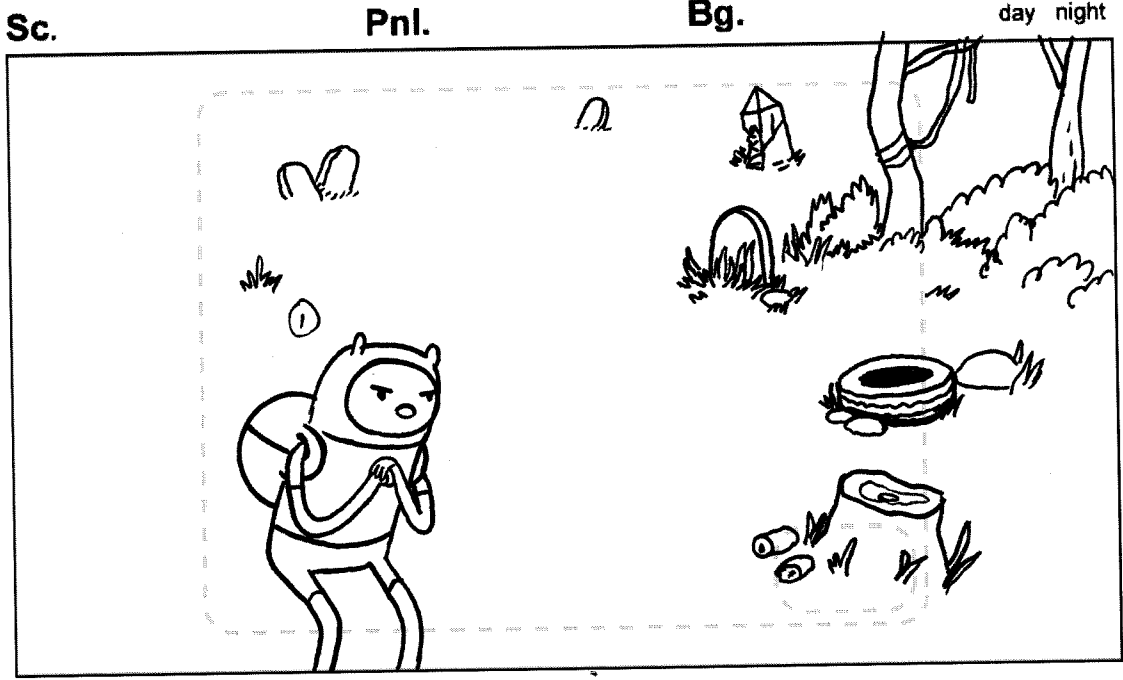
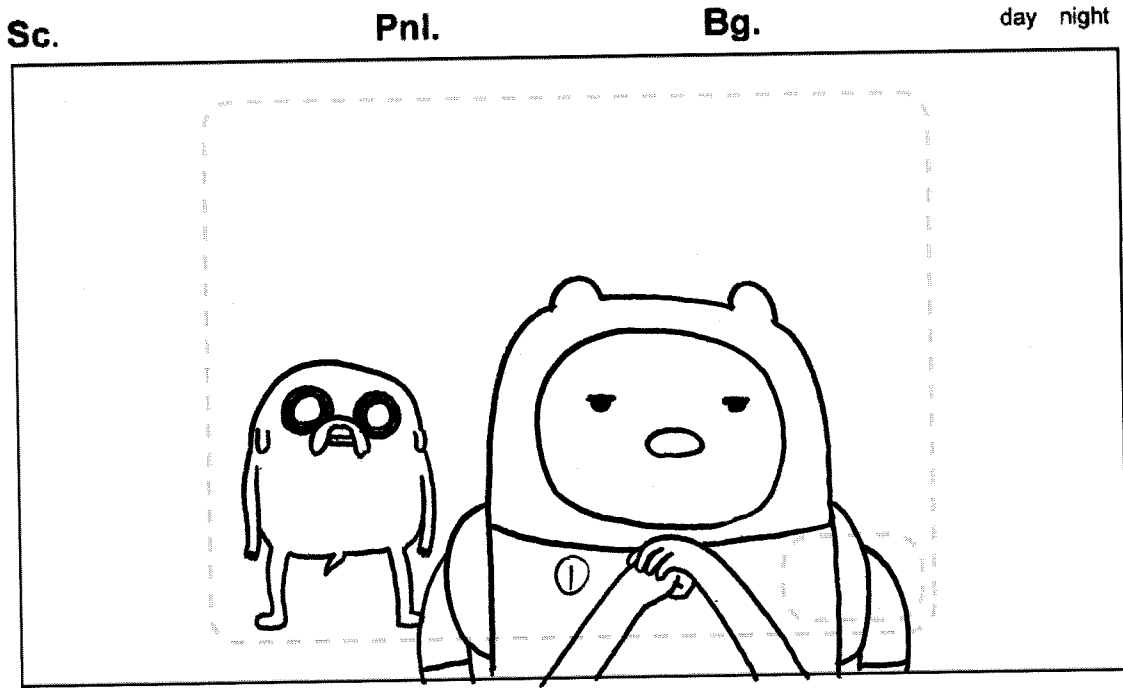
EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

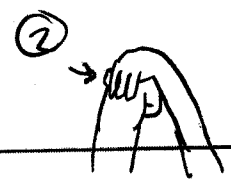
# ADVENTURE TIME



Dialog: F/ NO.

F/ok.

Action:



SFX: knuckle  
CRACK

Timing:



EPISODE # 100877

Production :

# ADVENTURE TIME



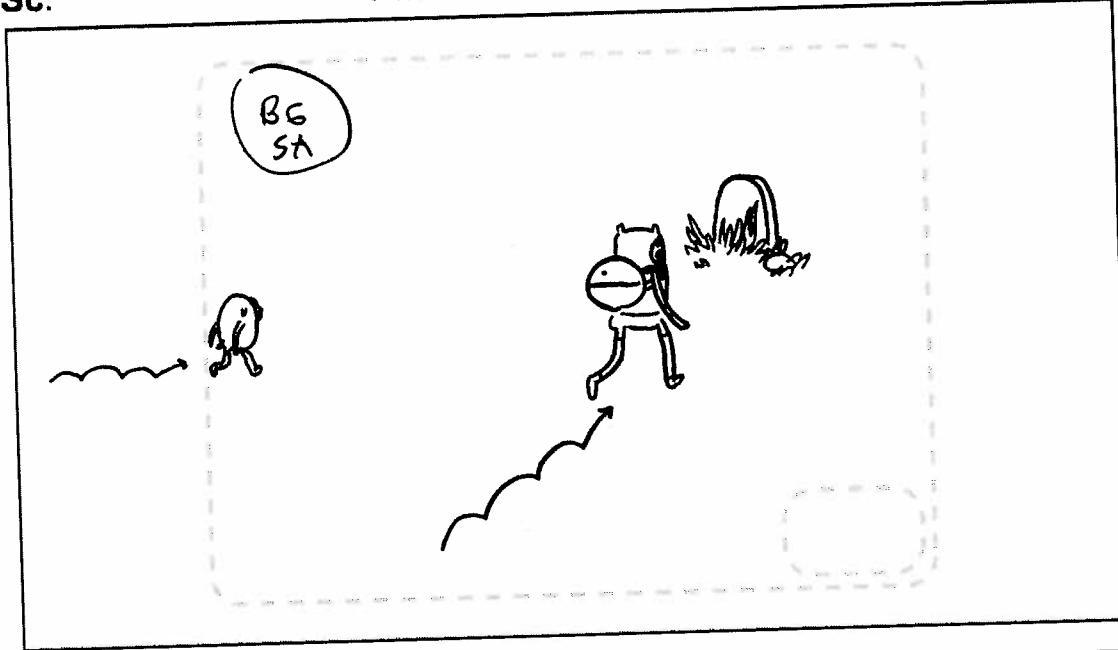
Page 74

Sc.

Pnl.

Bg.

day night

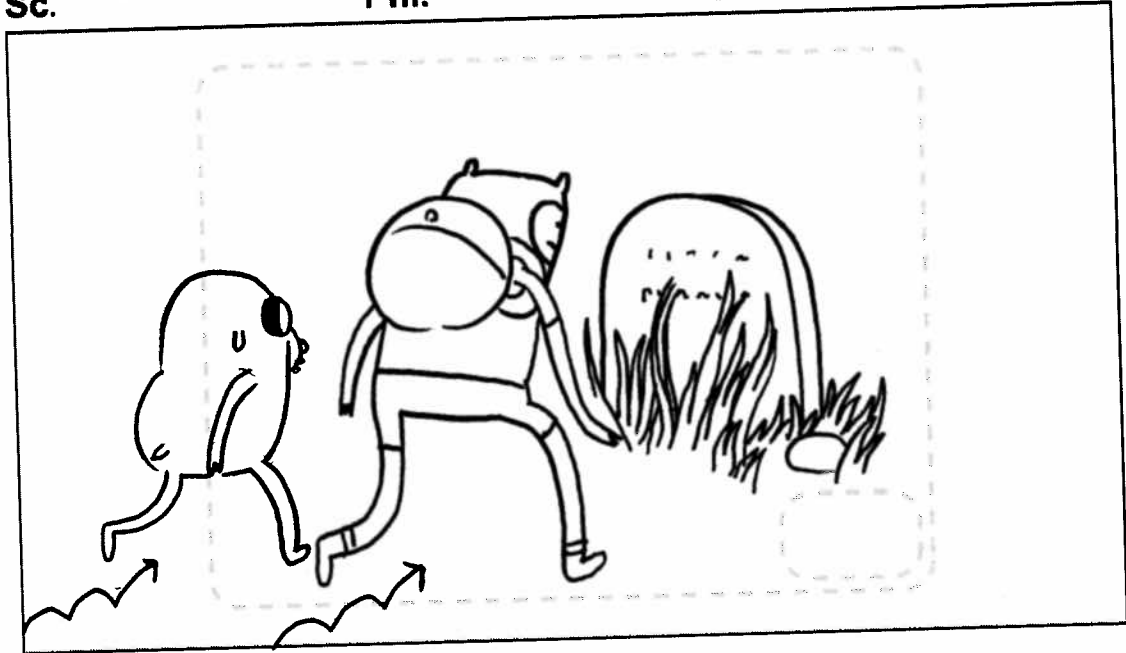


Sc.

Pnl.

Bg.

day night



Dialog:

F/ Let's check this guy out.

J/ what's it say?

Action:

Timing:

EPISODE # 100877

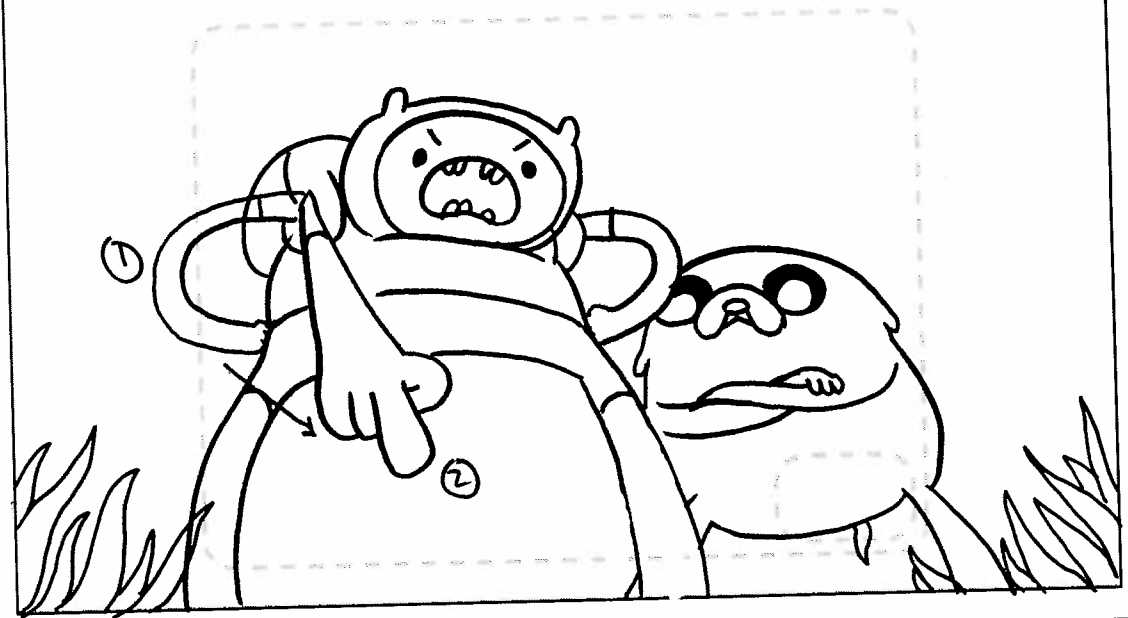
Production :

# ADVENTURE TIME



Page 79

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night



Dialog: F/ "some dinglebag"

F/ wake up Dinglebag !

Action:

Timing:

EPISODE # 100877

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

<p><b>Dialog:</b> F/ we got questions!</p> <p>≡ stomp stomp ≡</p> <p>≡ stomp ≡</p> <p><b>Action:</b> cycle</p> <p>①+②</p> <p><b>Timing:</b></p>		<p>F/(OS) DINGUS!</p>
---	--	-----------------------

EPISODE # 100877

Production :

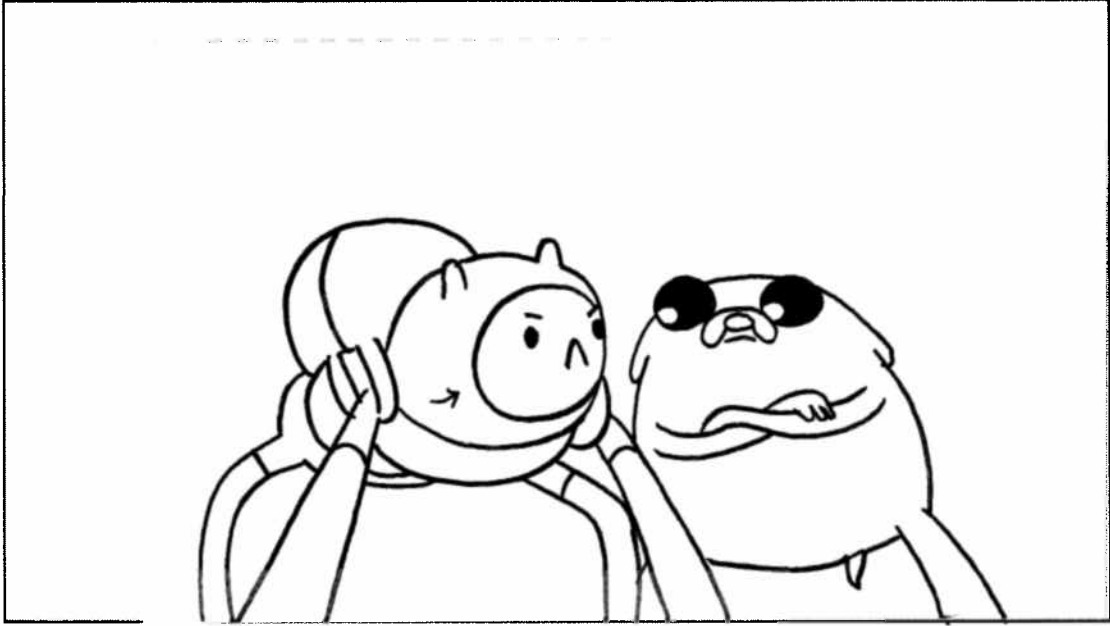
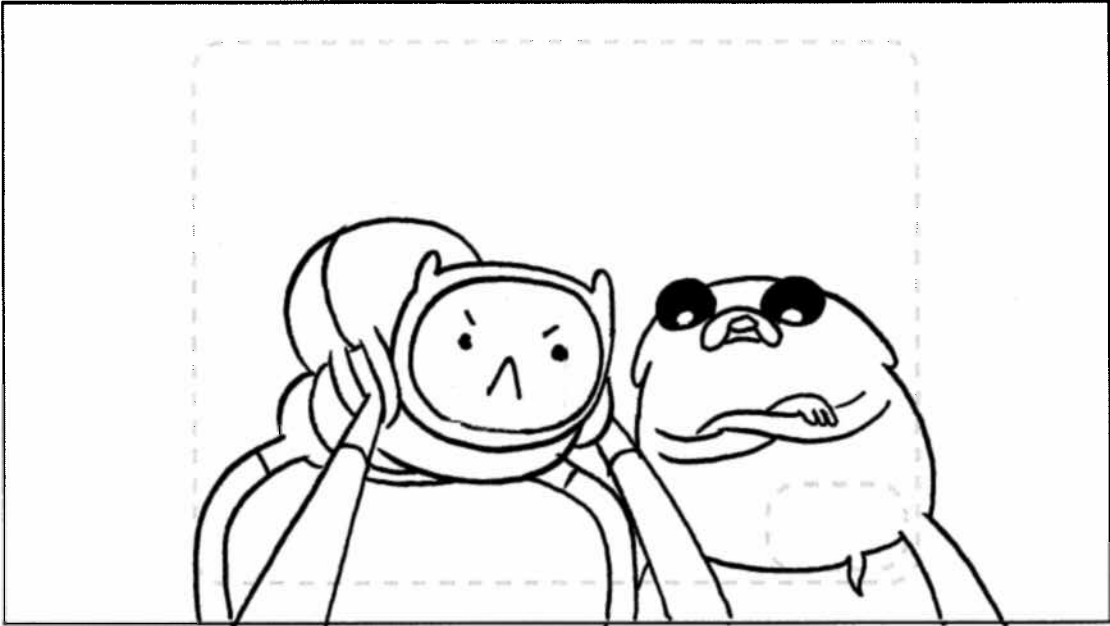
© 2007 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 77

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:

(beat)

Action:

(Jake shrugs)

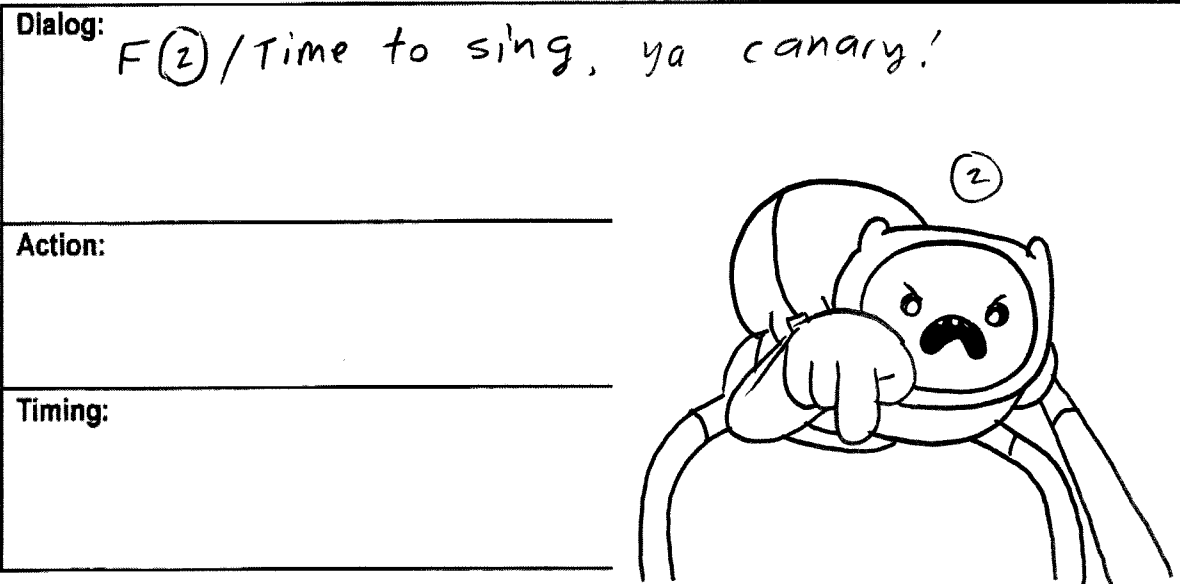
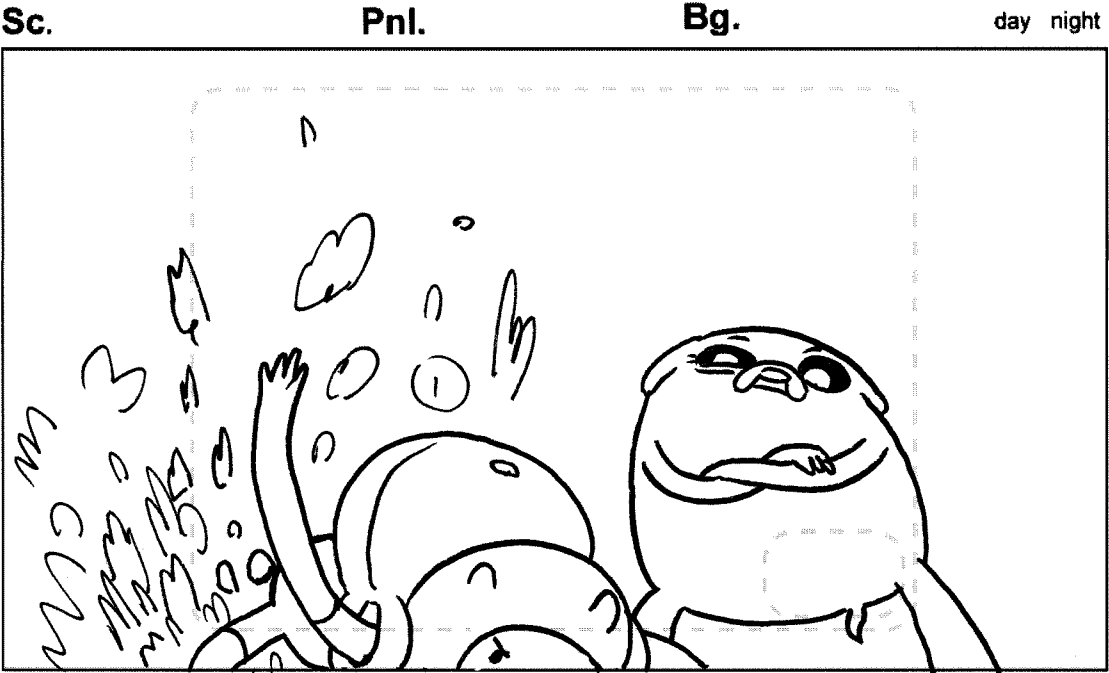
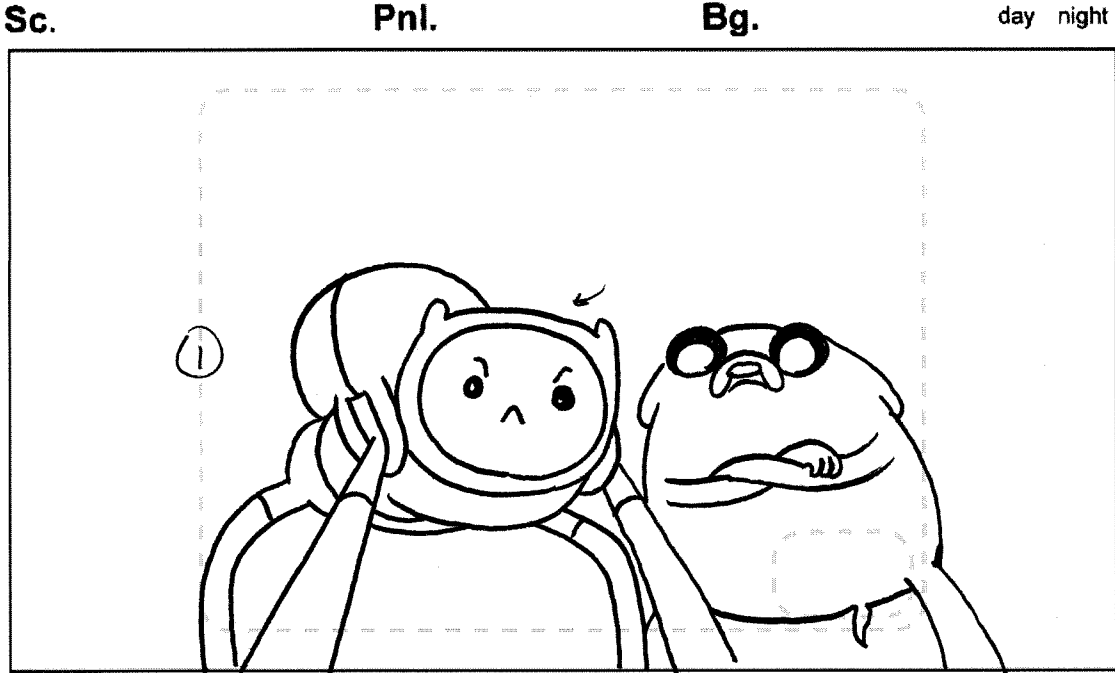
Timing:



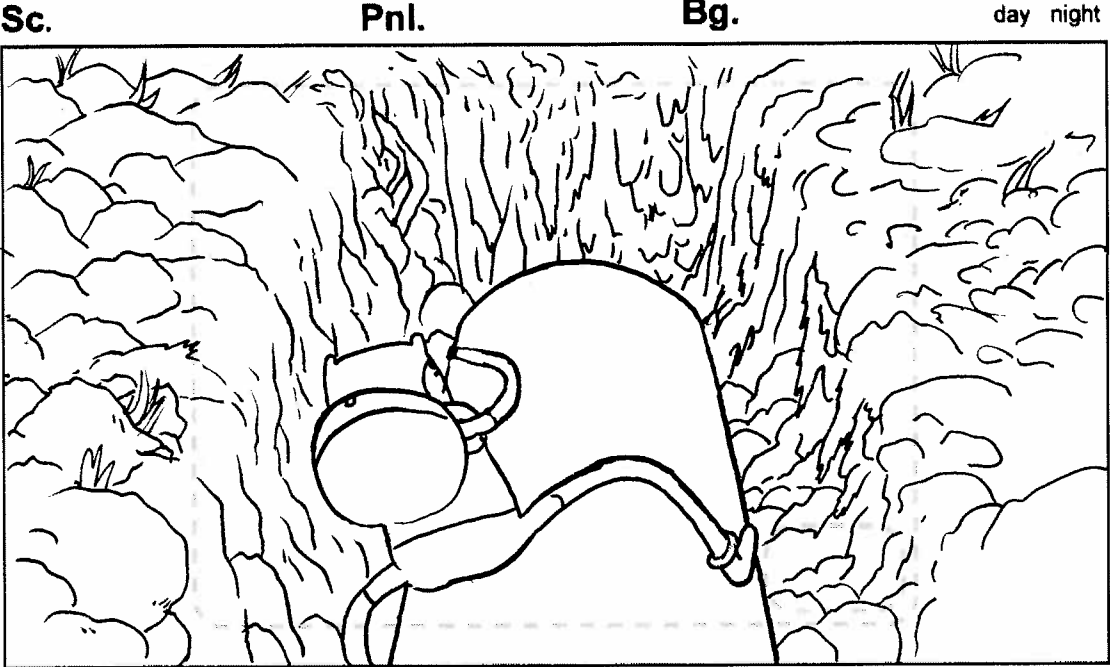
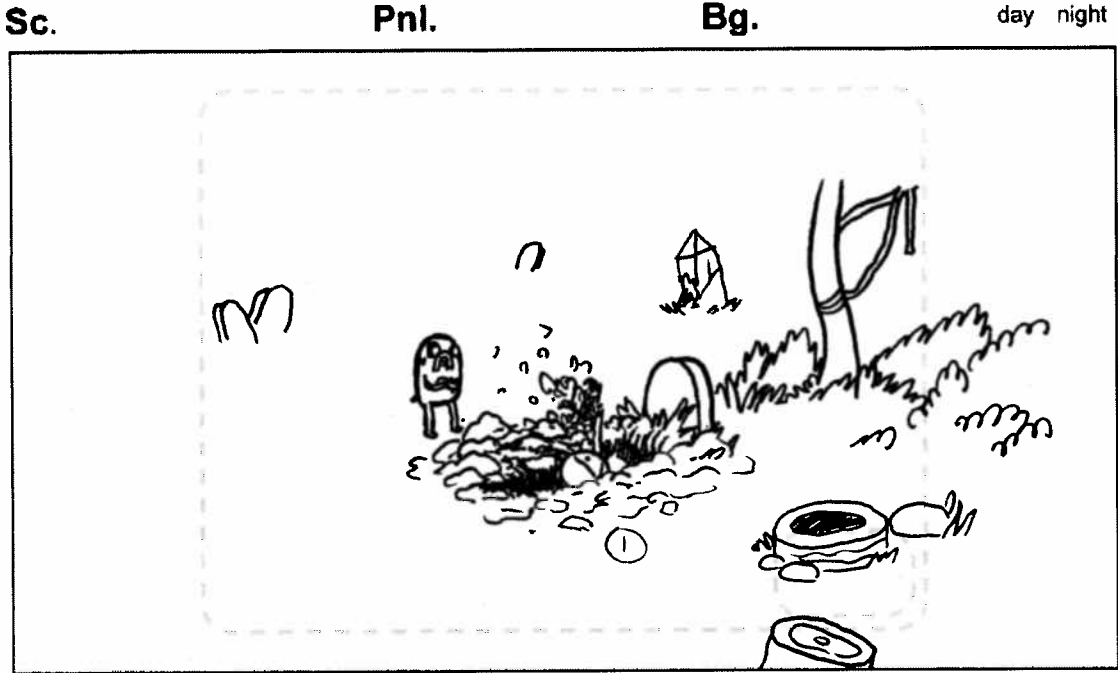
EPISODE # 100877

Production :

ADVENTURE TIME



ADVENTURE TIME



Dialog:



Action: finn dig dig dig  
cycle ①+②

Timing:

EPISODE # 100877

Production :

ADVENTURE TIME

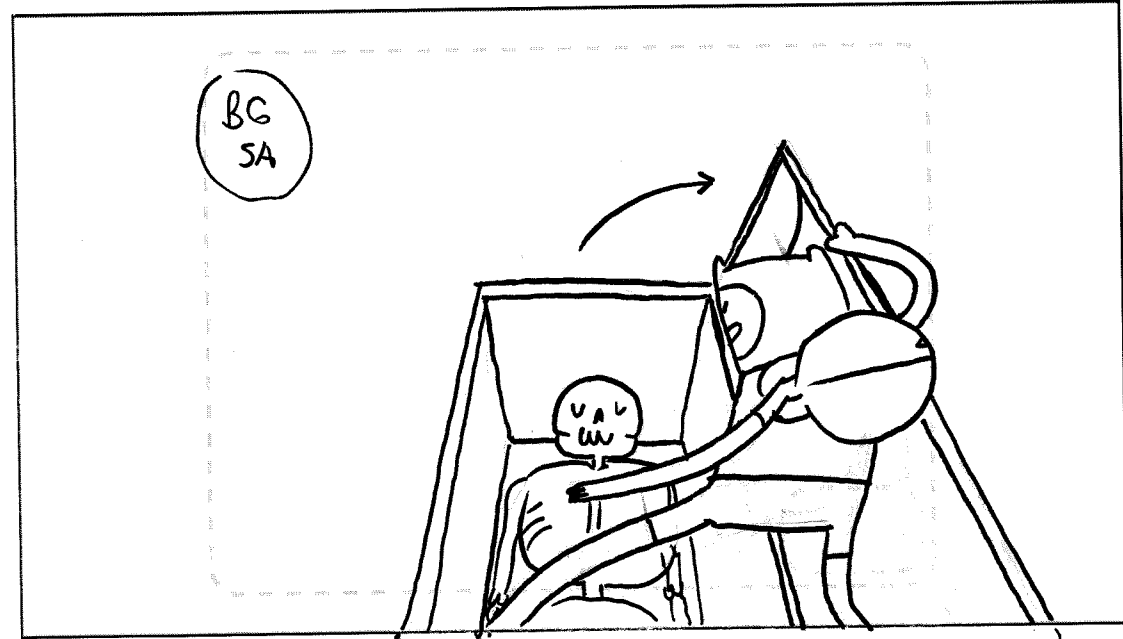


Sc.

Pnl.

Bg.

day night

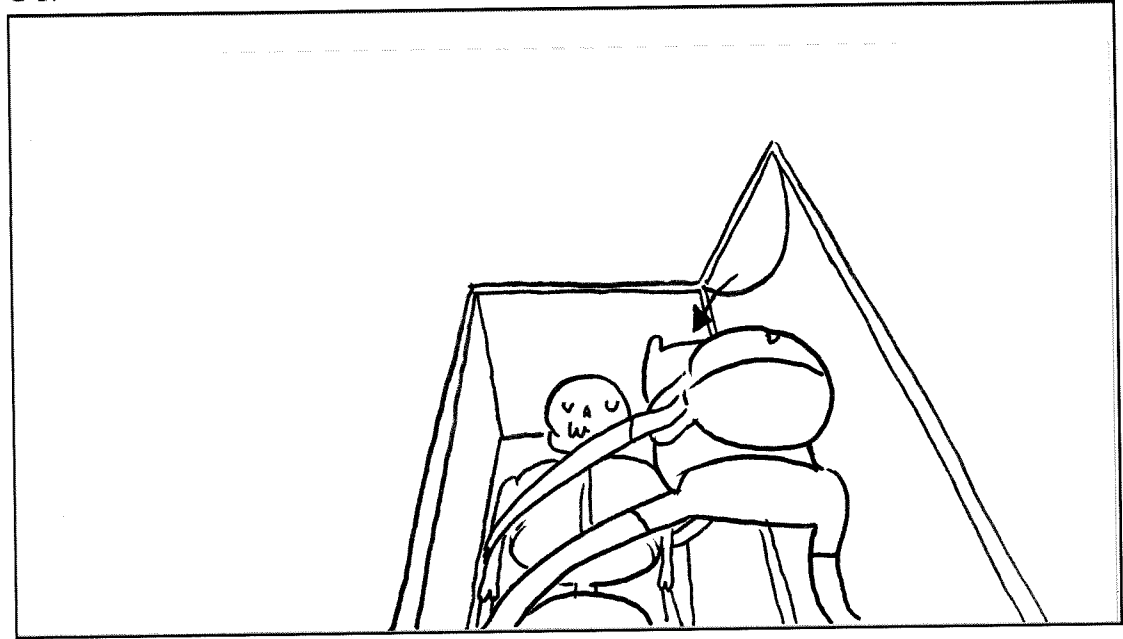


Sc.

Pnl.

Bg.

day night



Dialog:

F/ BAM!

F/ Uhn!

Action:

Timing:

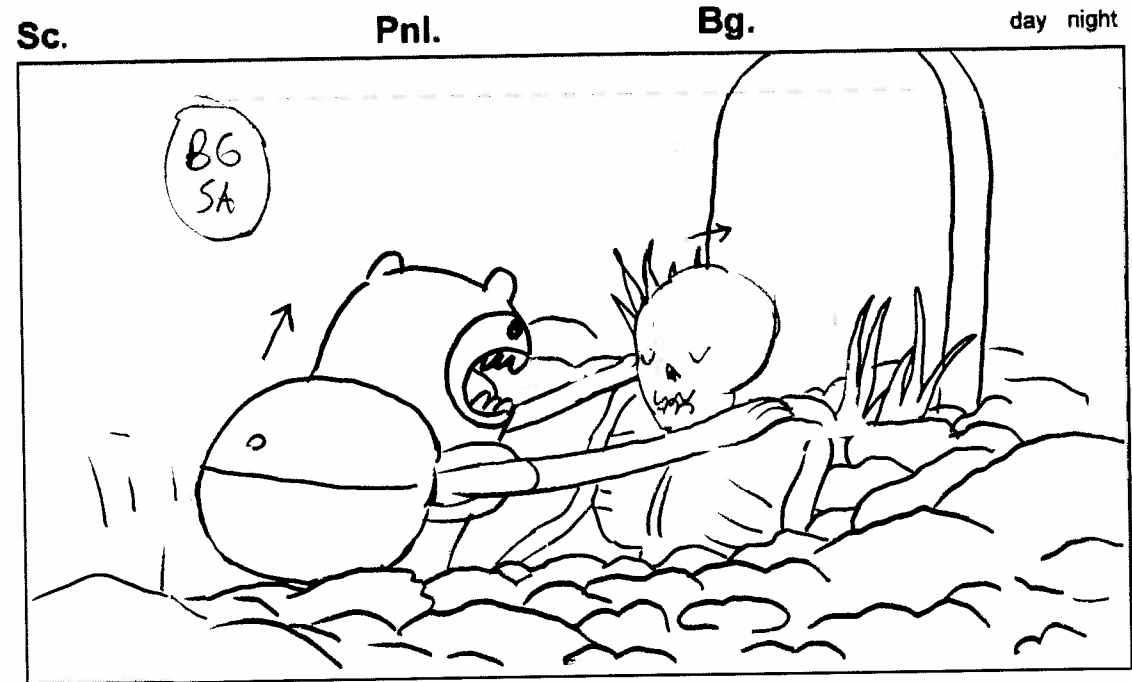
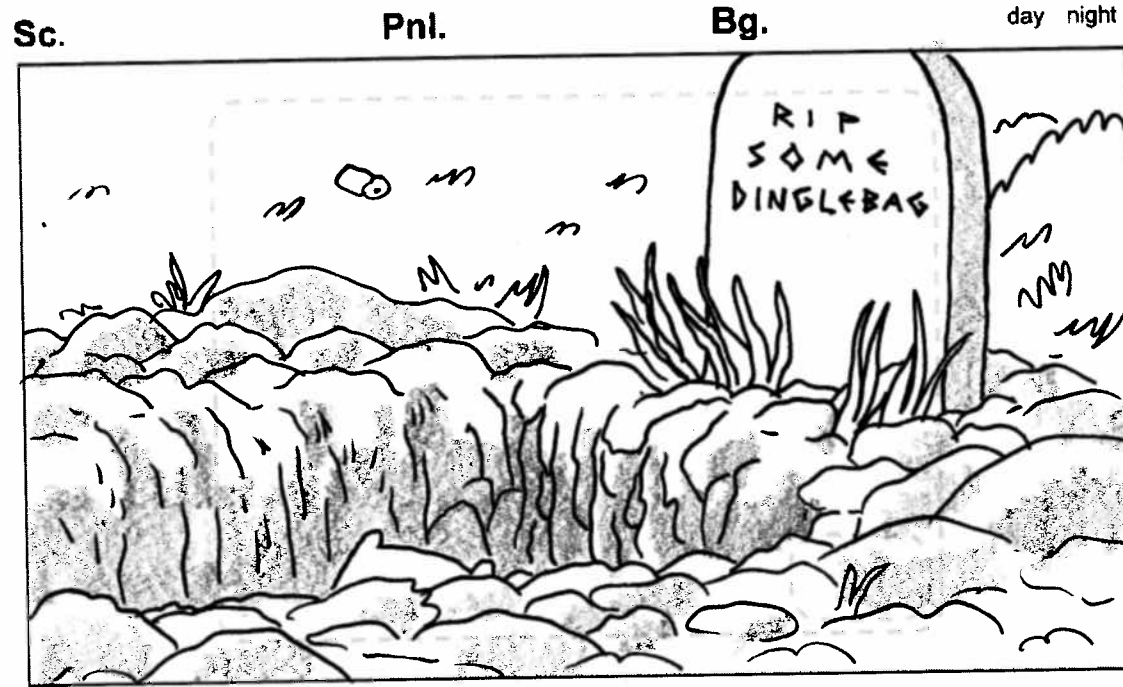
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 81



Dialog:

Finn! what chov know bout  
Ghost Princess huh!?!?

Action:

(start pose)

Timing:

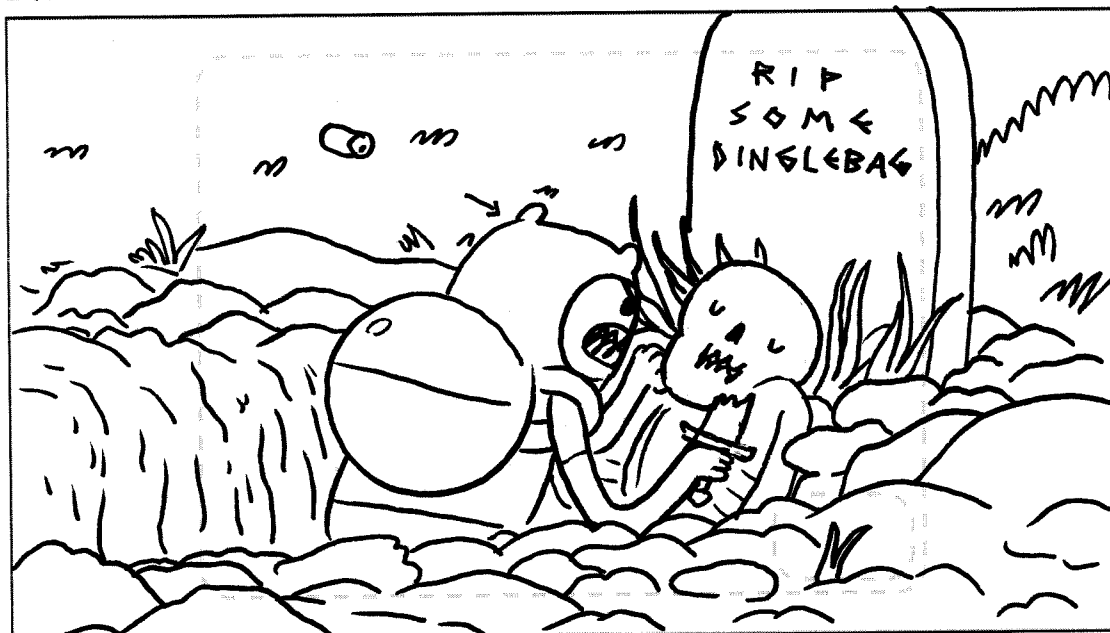
EPISODE # 100877

Production :

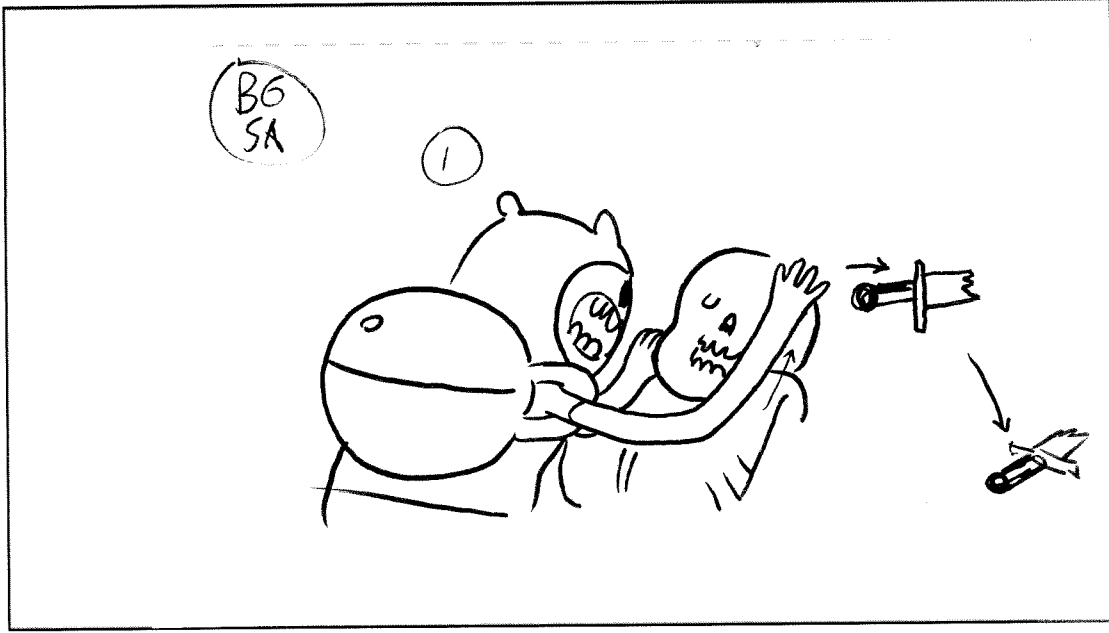
ADVENTURE TIME



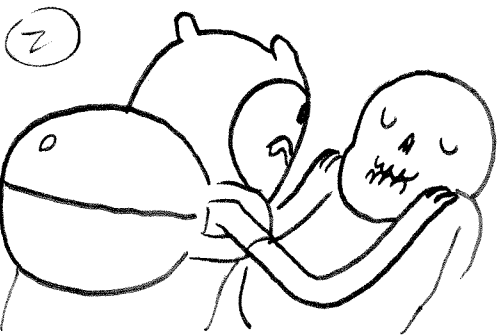
Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:	F! SPILL THE BANS! BEANS!	F! where's your ghost ?!
Action:		
Timing:		



EPISODE # 100877

Production :

# ADVENTURE TIME



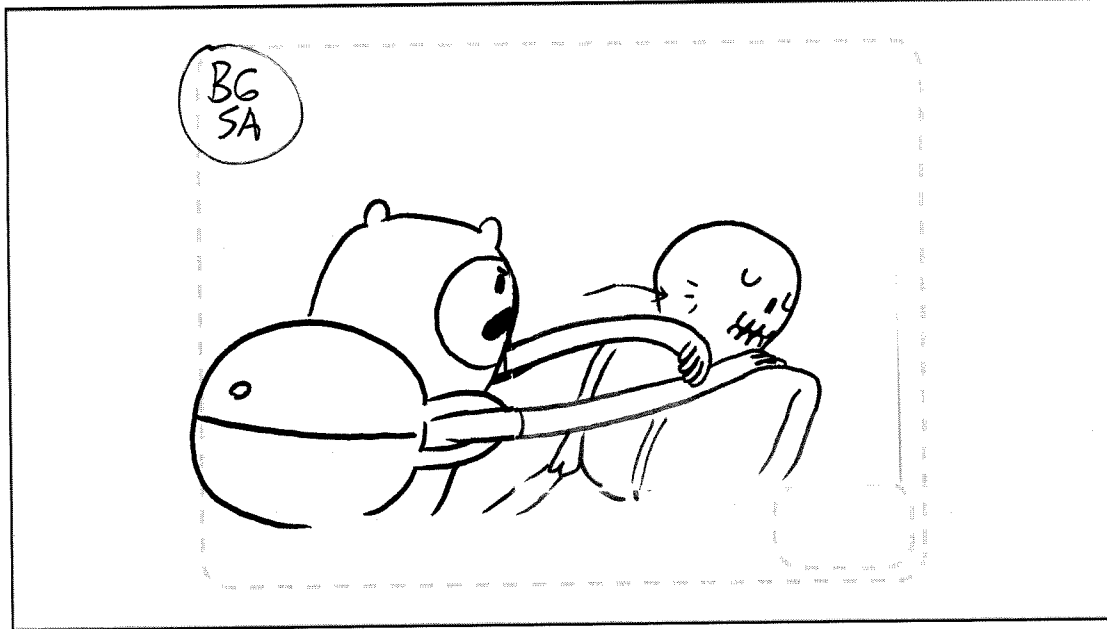
Page 83

Sc.

Pnl.

Bg.

day night

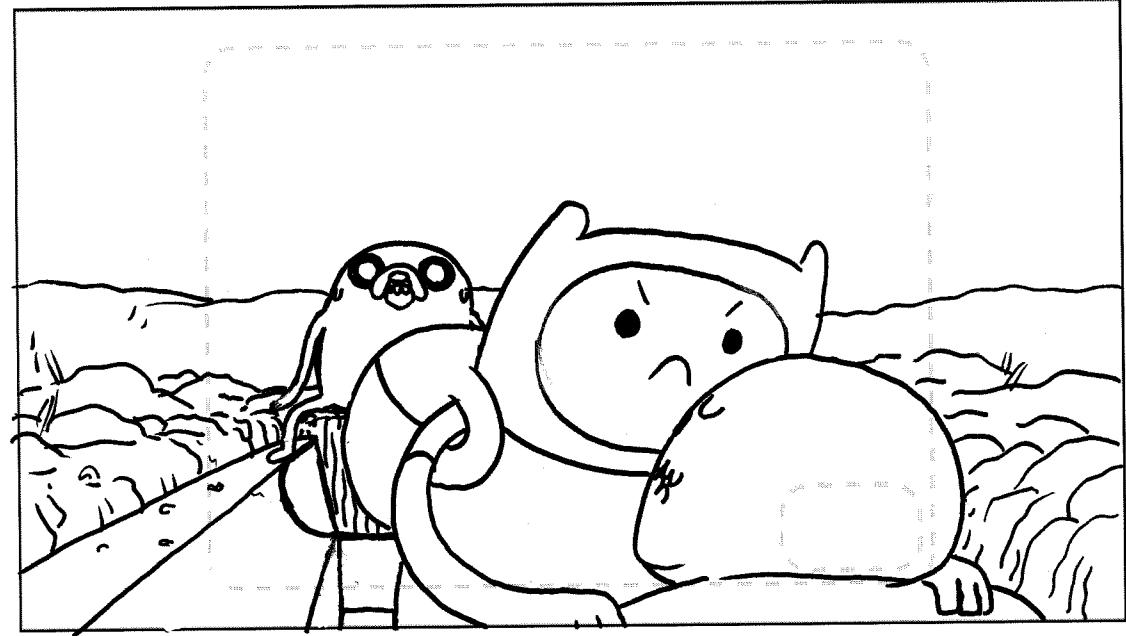


Sc.

Pnl.

Bg.

day night

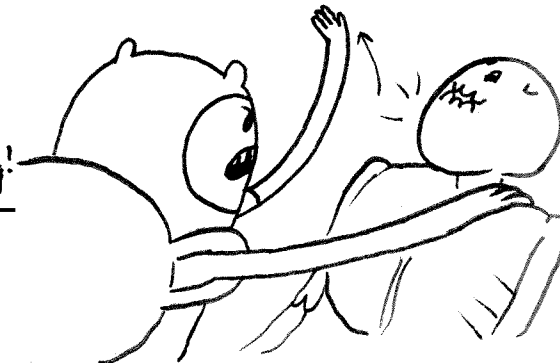


Dialog:

① ≡ SLAP ≡  
② ≡ SLAP ≡  
F! GIVE IT UP Dingle bag!

Action:

Timing:



J! ① Hey man ② take it easy!



EPISODE # 100877

Production :

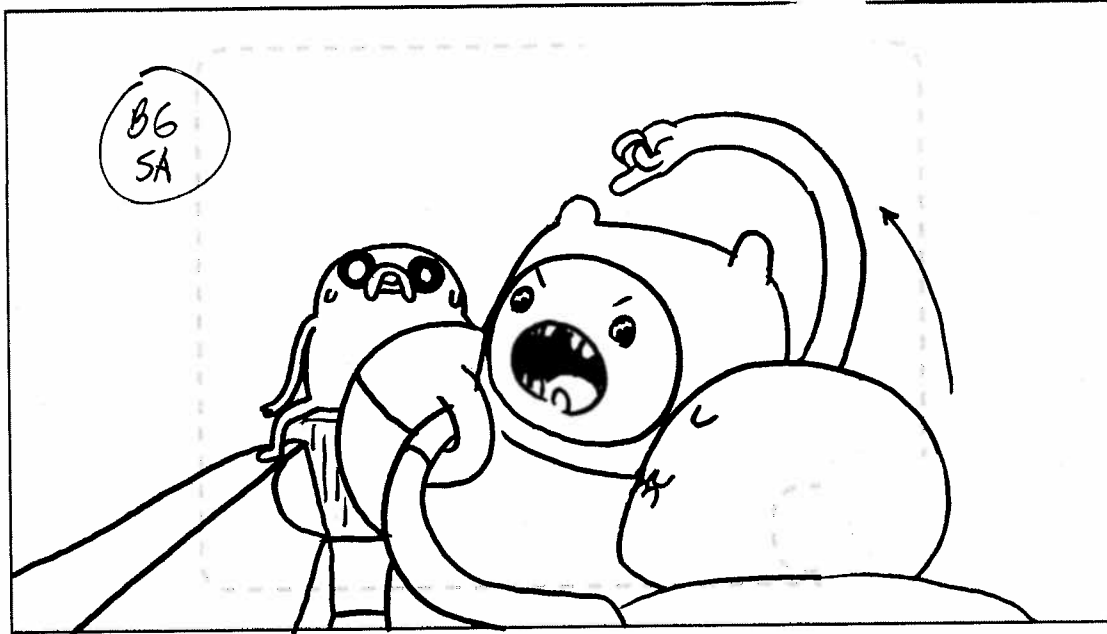


# ADVENTURE TIME

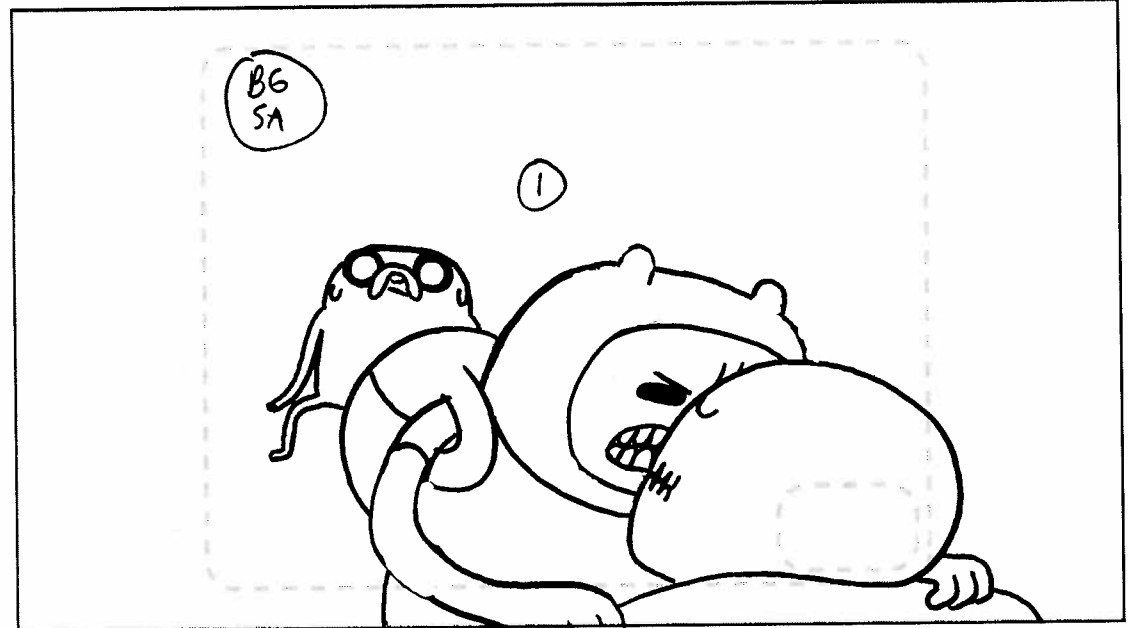


Page 84

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



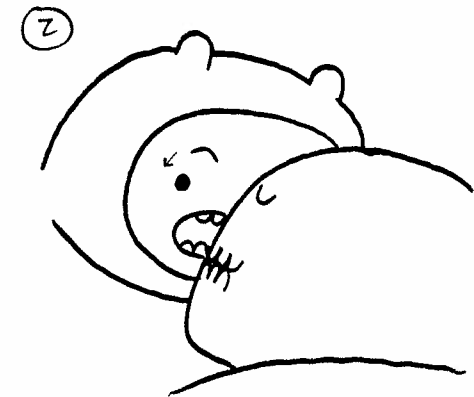
Dialog: F/ You do your job I do mine!

① F/ Tell me what you know, **Punk**.  
↑  
(low voice)

Action:

② Finn looks down

Timing:



EPISODE # 100877

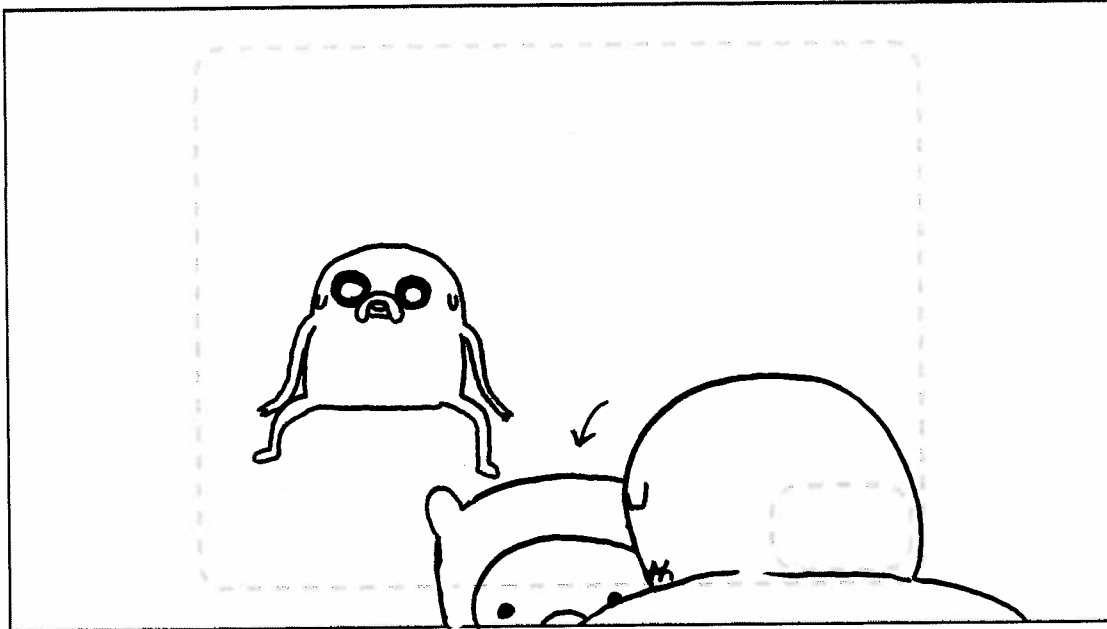
Production :

# ADVENTURE TIME

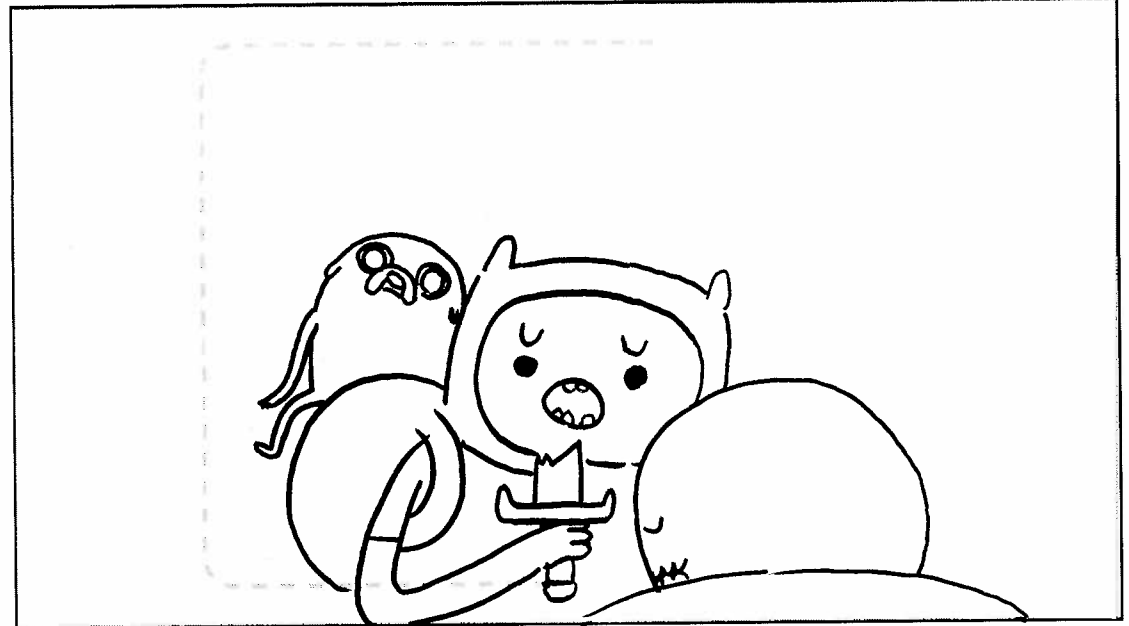


Page 85

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night

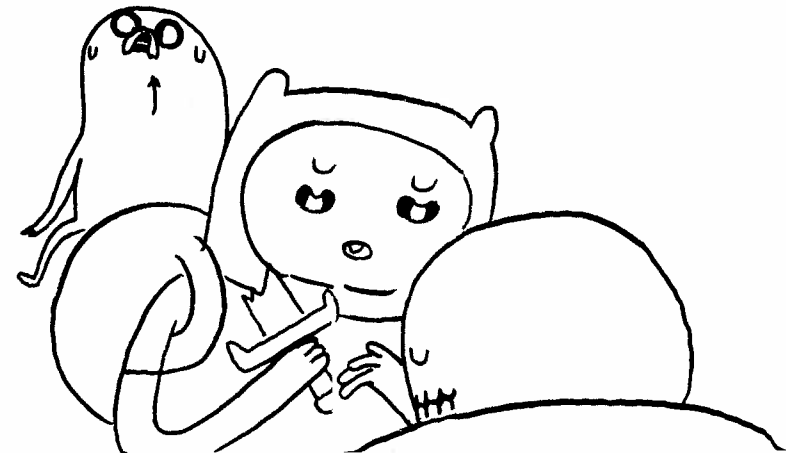


Dialog: F/ uh oh what's this ?  
 ↑  
 (casual tone)

F/ ① a busted knife?  
 ② is this your knife, bro? (low scary voice)

Action:

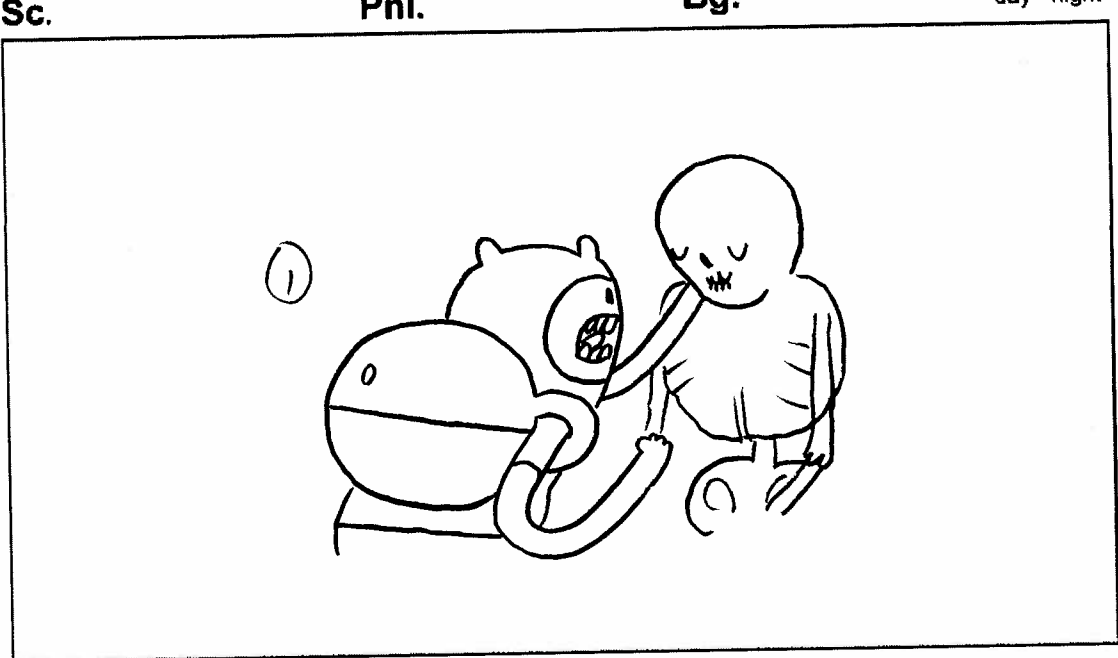
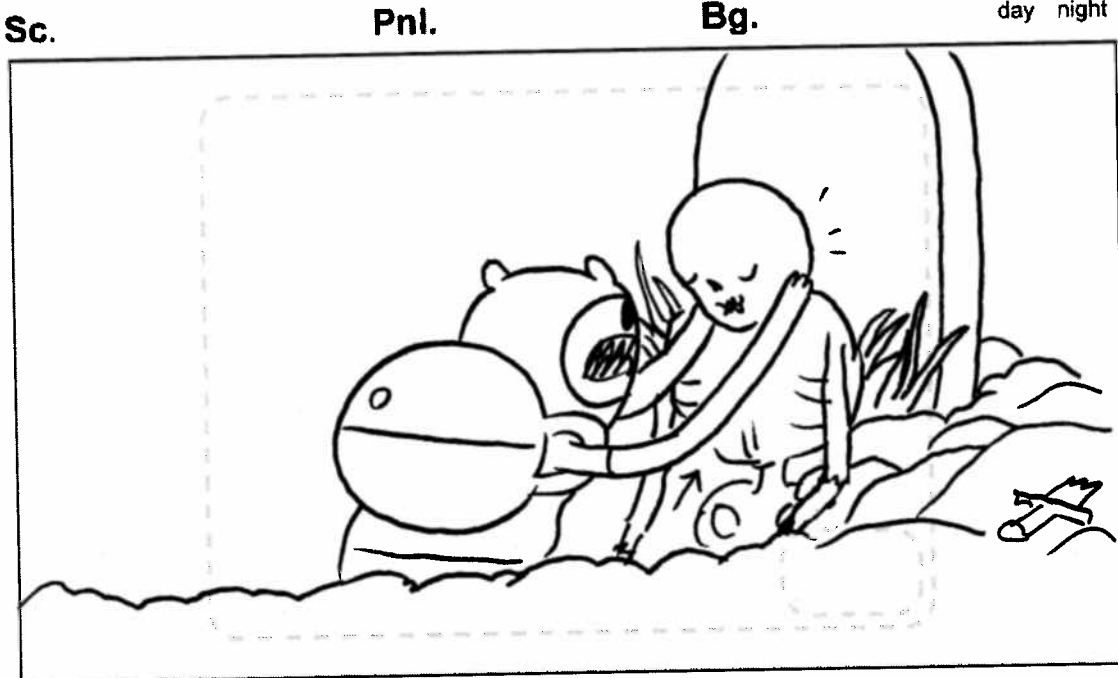
Timing:



EPISODE # 100877

Production :

ADVENTURE TIME

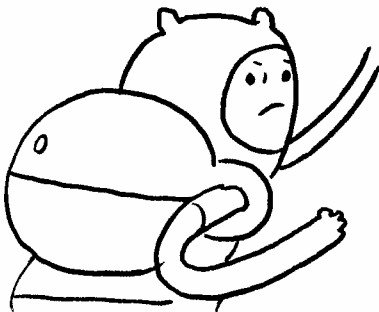


Dialog: F / TELL ME!!

FIDOKay that's it man!  
② (Beat)

Action:

Timing:



EPISODE # 100877  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

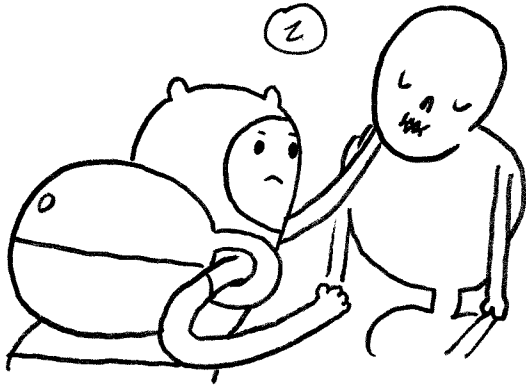
Sc. Pnl. Bg. day night

Dialog: ① F (whisper) good cop  
jakey!

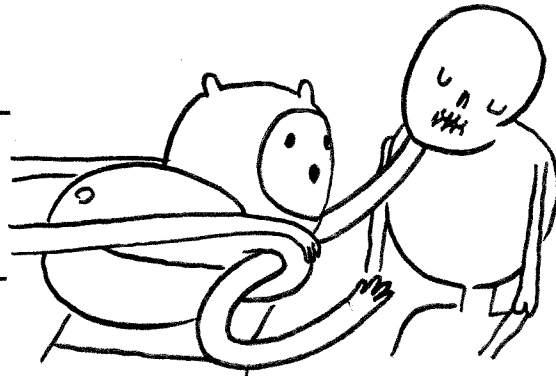
② J / oh right

Action:

Timing:



J / ~~amazing~~ cool out bad cop!



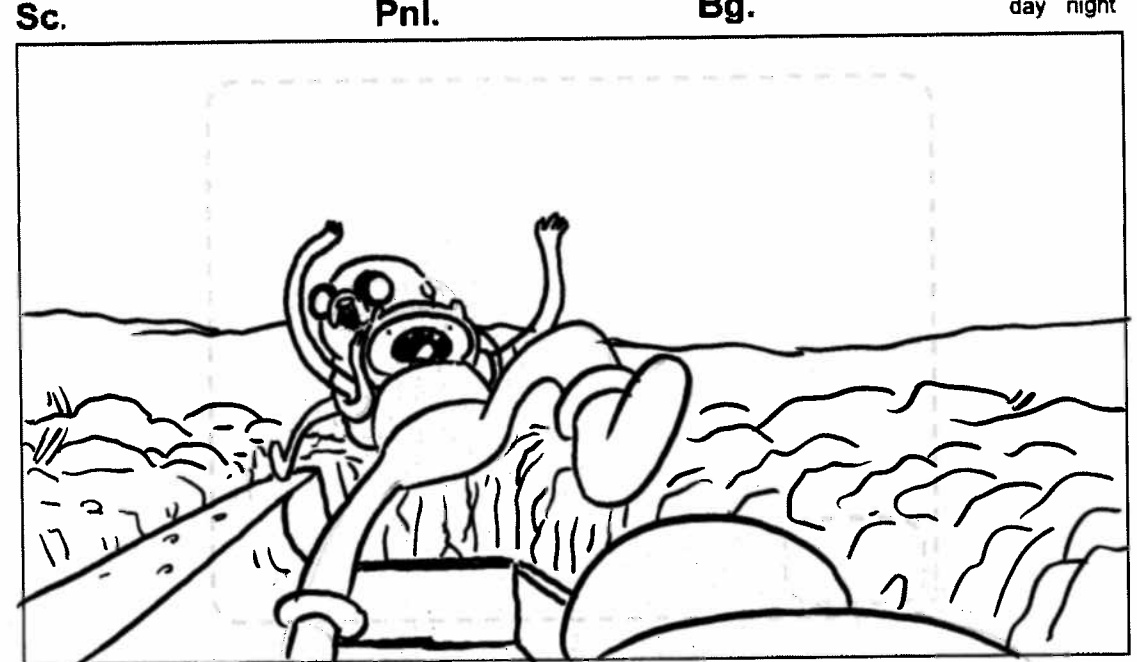
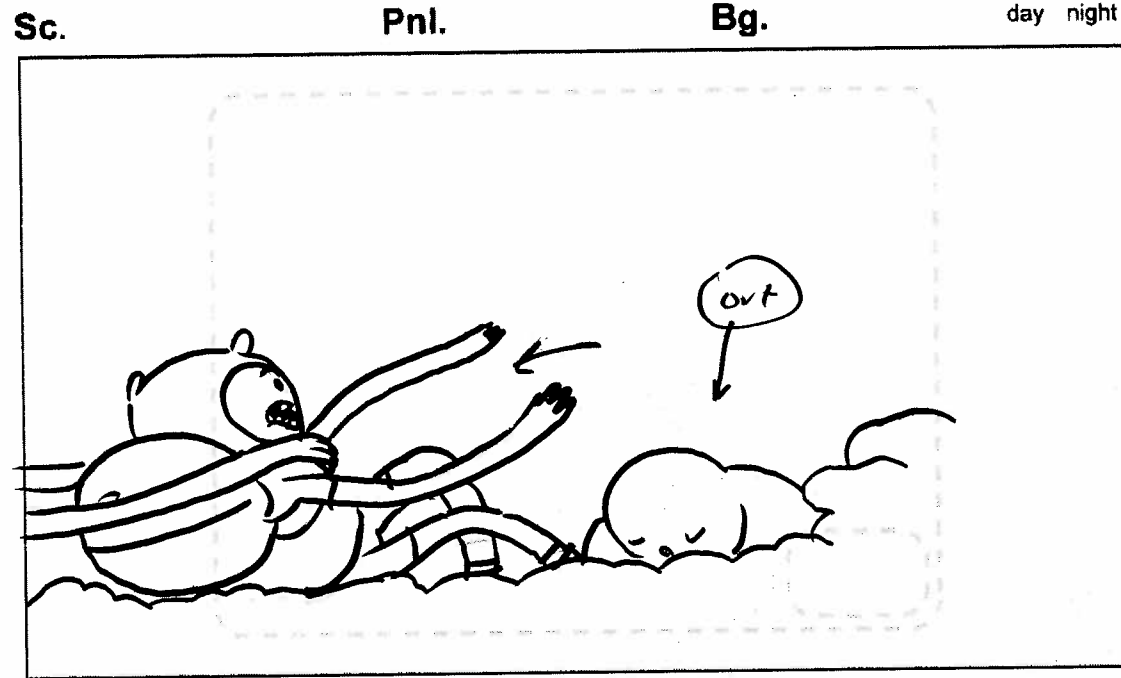
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 88



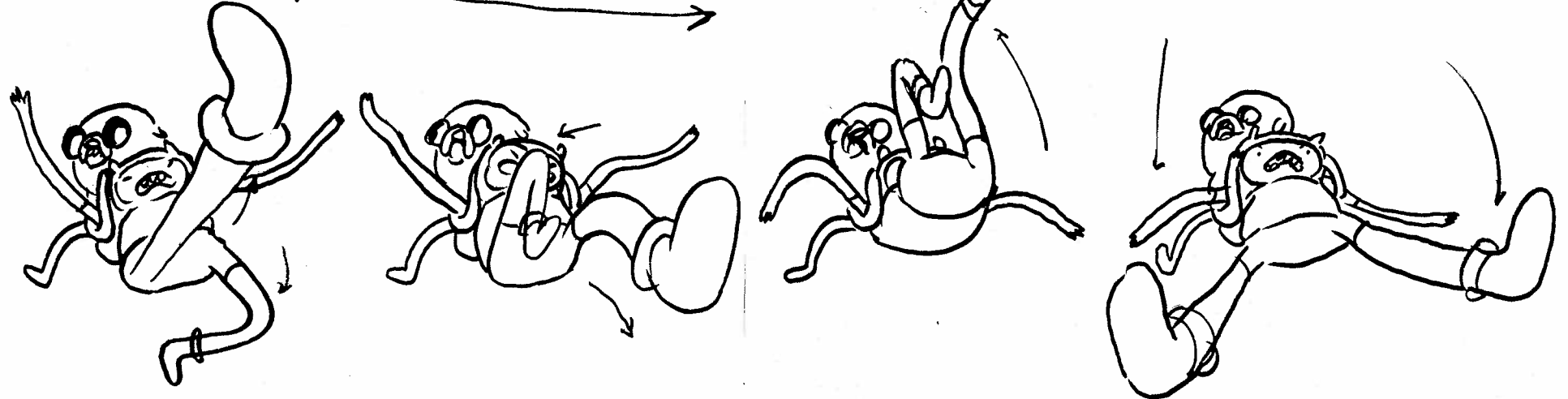
EPISODE #100877

Dialog:

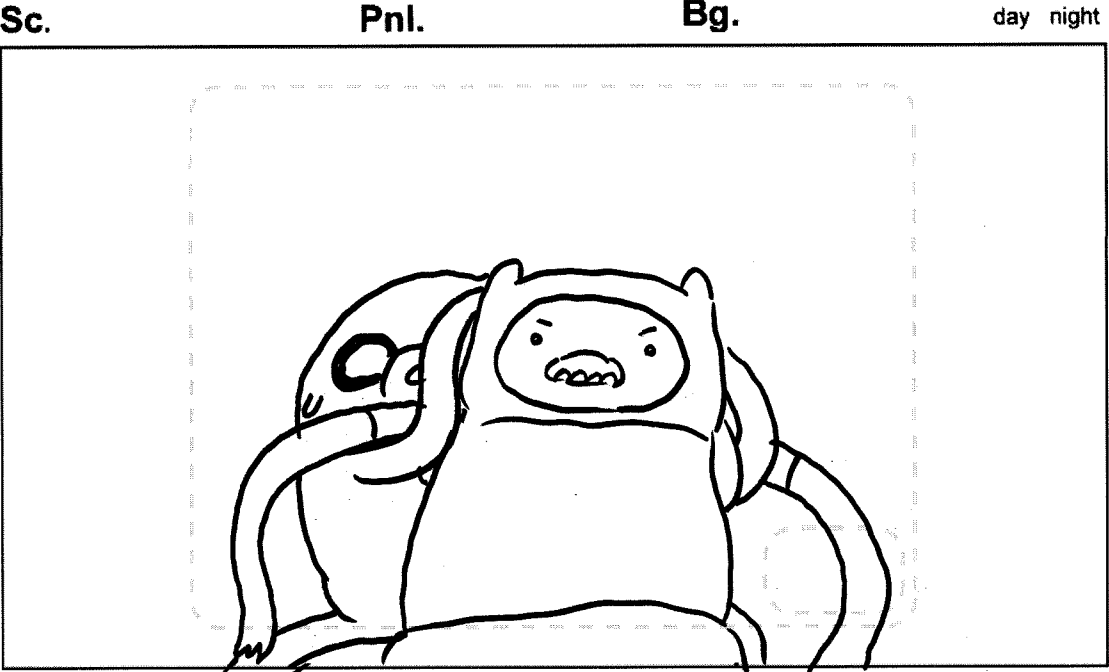
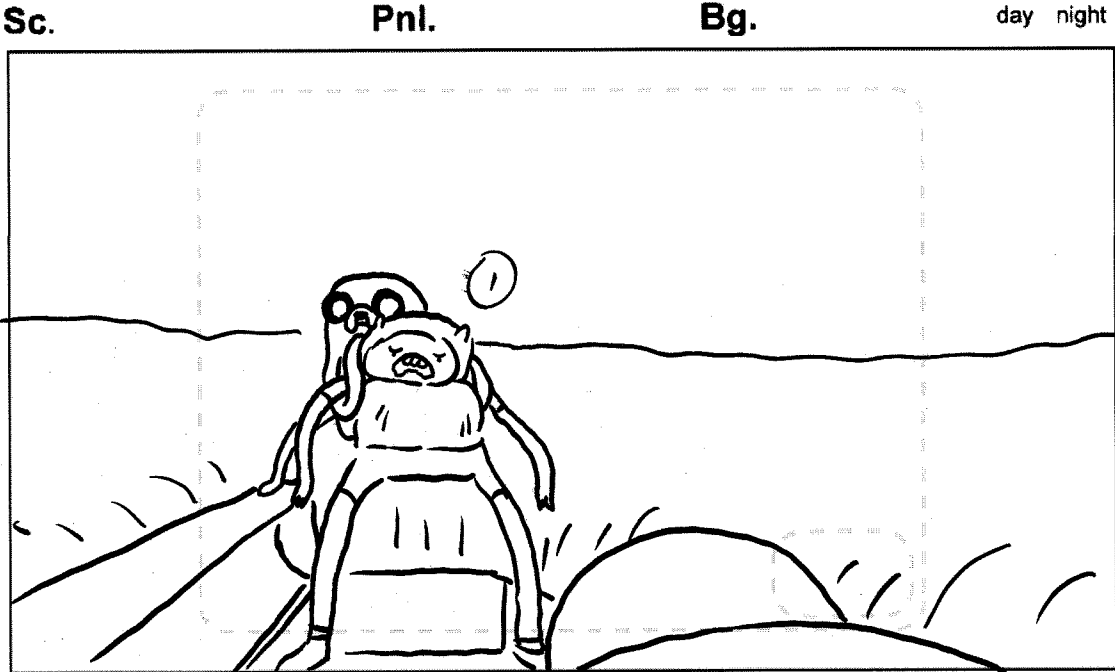
F/ NOO! AAAAAA. J/ this ghost ain't home, man!

Action:

Timing:



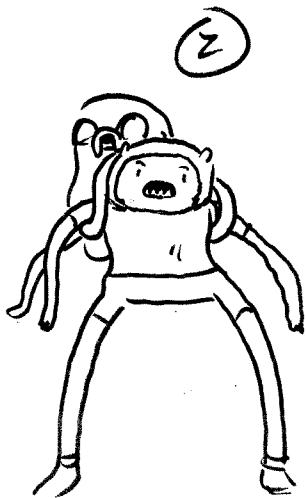
# ADVENTURE TIME



Dialog: (breathe)  
(breathe)

Action: cycle ①+②

Timing:



F / ① you're lucky ② breathe?  
③ my partner's here. pal.

②

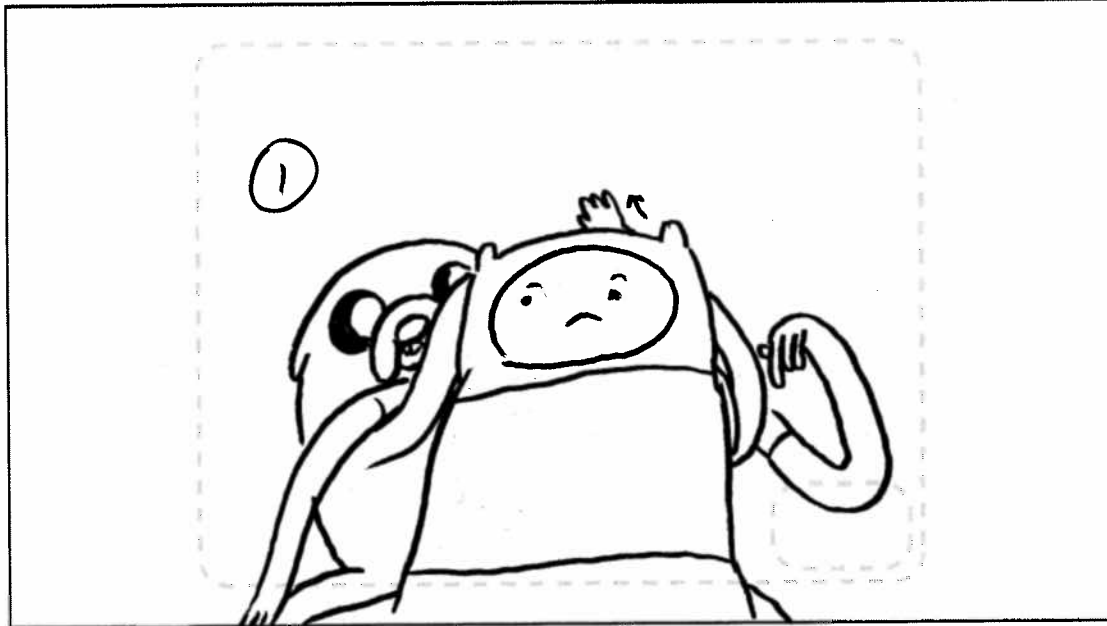


# ADVENTURE TIME

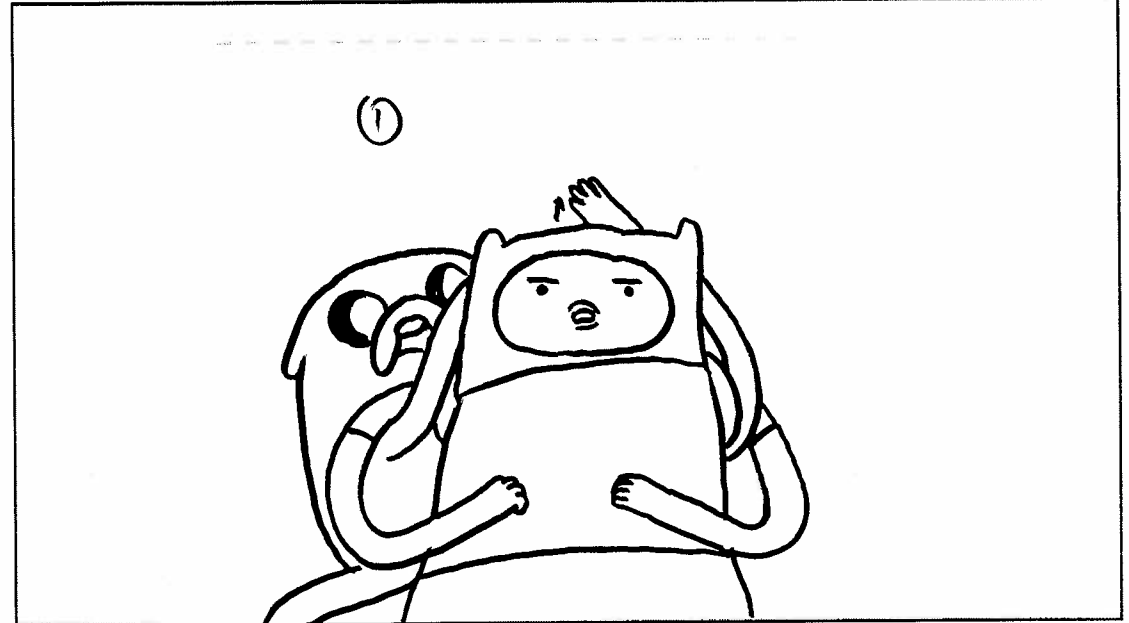


Page 90

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: J/① he's not  
② worth it man.

Action:

Timing:



Finn / humph.

Jake pat Finn's  
head.  
cycle 1+2



EPISODE # 100877

Production :

# ADVENTURE TIME



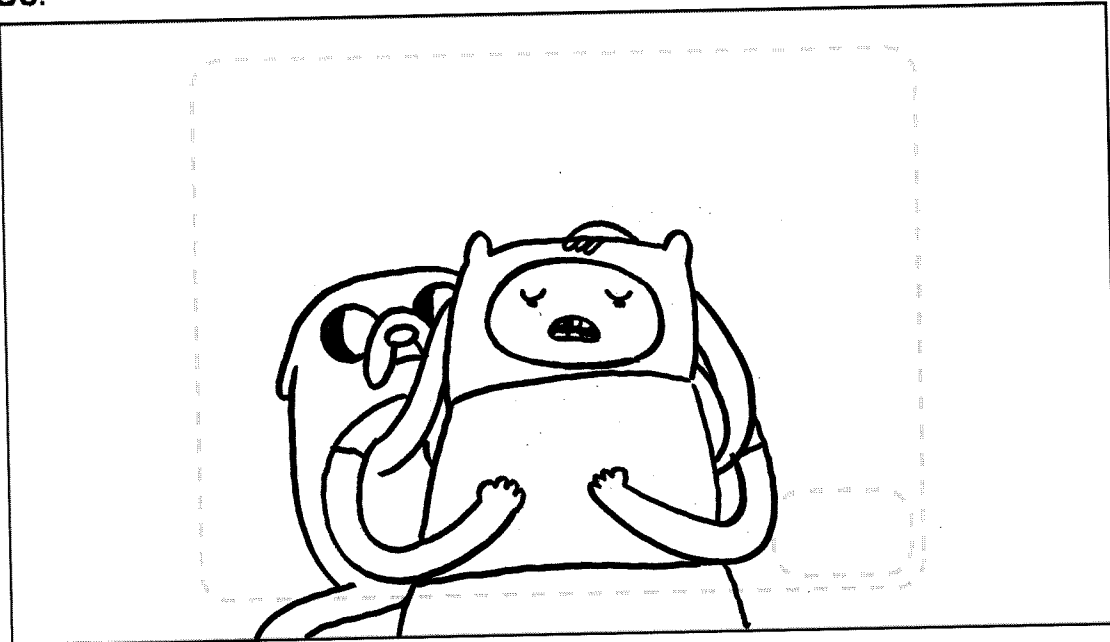
Page 91

Sc.

Pnl.

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog: F/ Those ghosts think I'm playin'.  
They think it's all a big game.

F/ But you know what?  
you know what I'm gonna do?

Action:

Timing:



EPISODE # 100877

Production :



ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog: Jake/ what?

J/ I'm gonna turn this game  
(slow delivery)

Action:

Timing:

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: FI UP - SIDE - DOWN !!

Action:

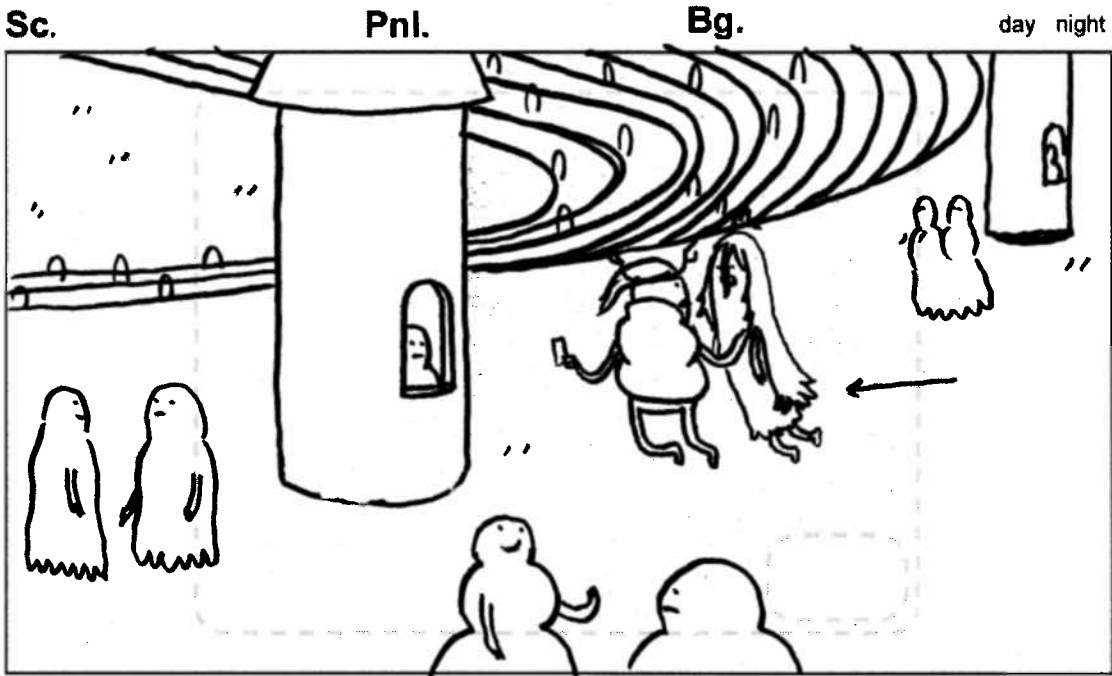
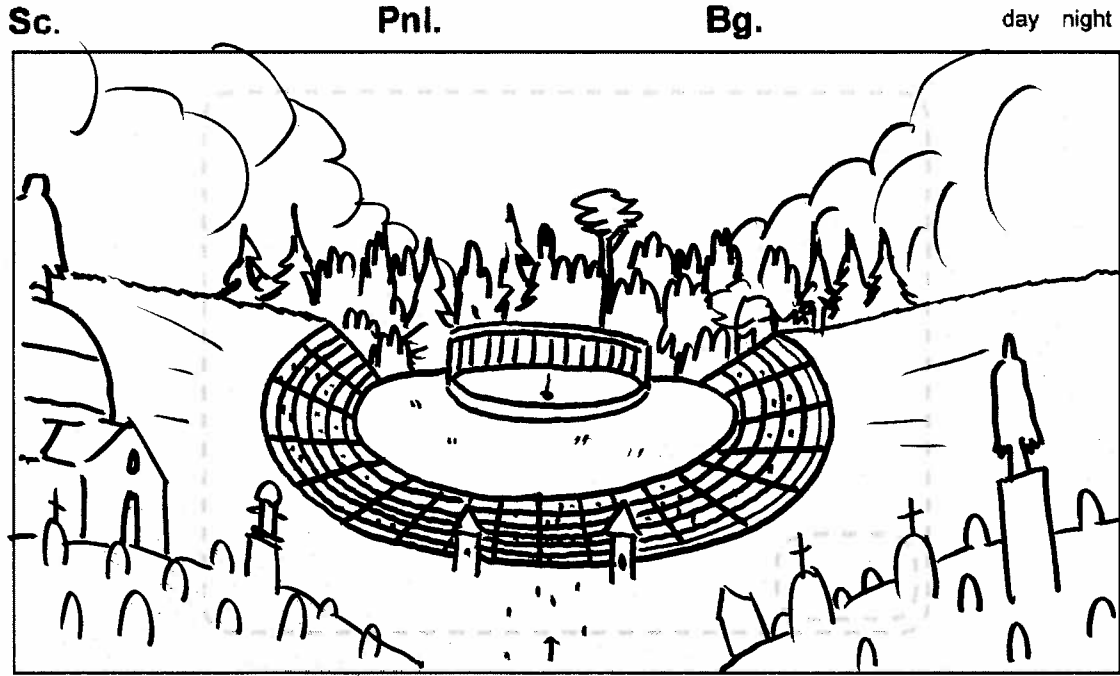
Timing:

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: GP / so you really don't know how  
you died either?

clarence / ① OF course not.  
② two please

Action: walking toward amphitheater

Timing:



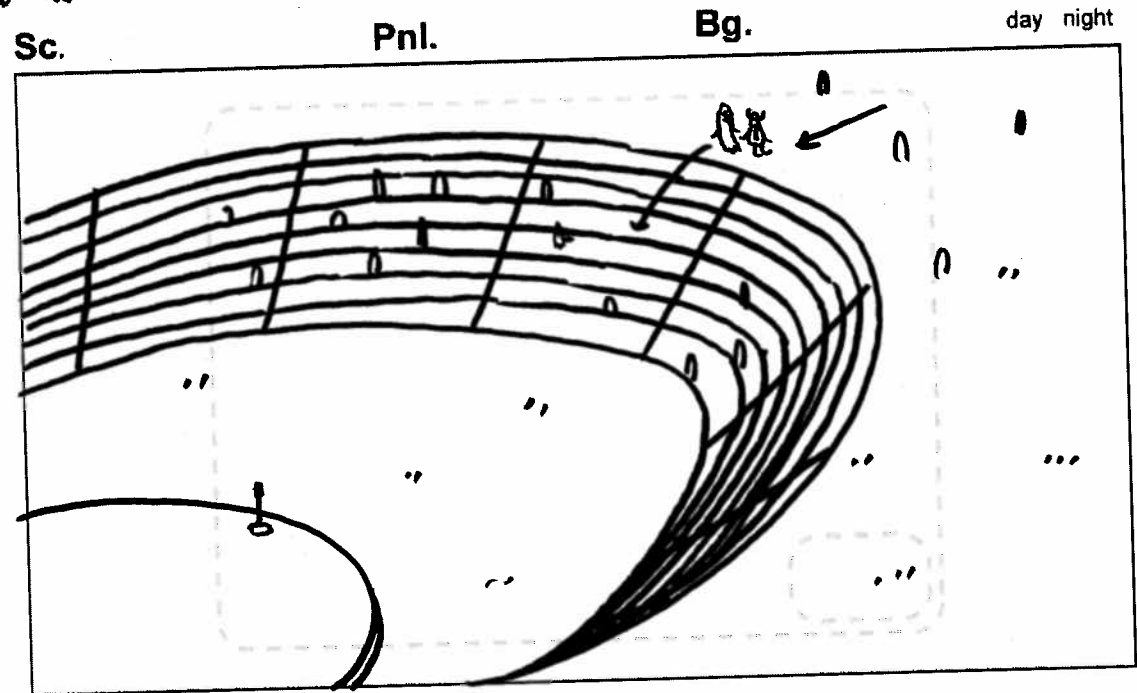
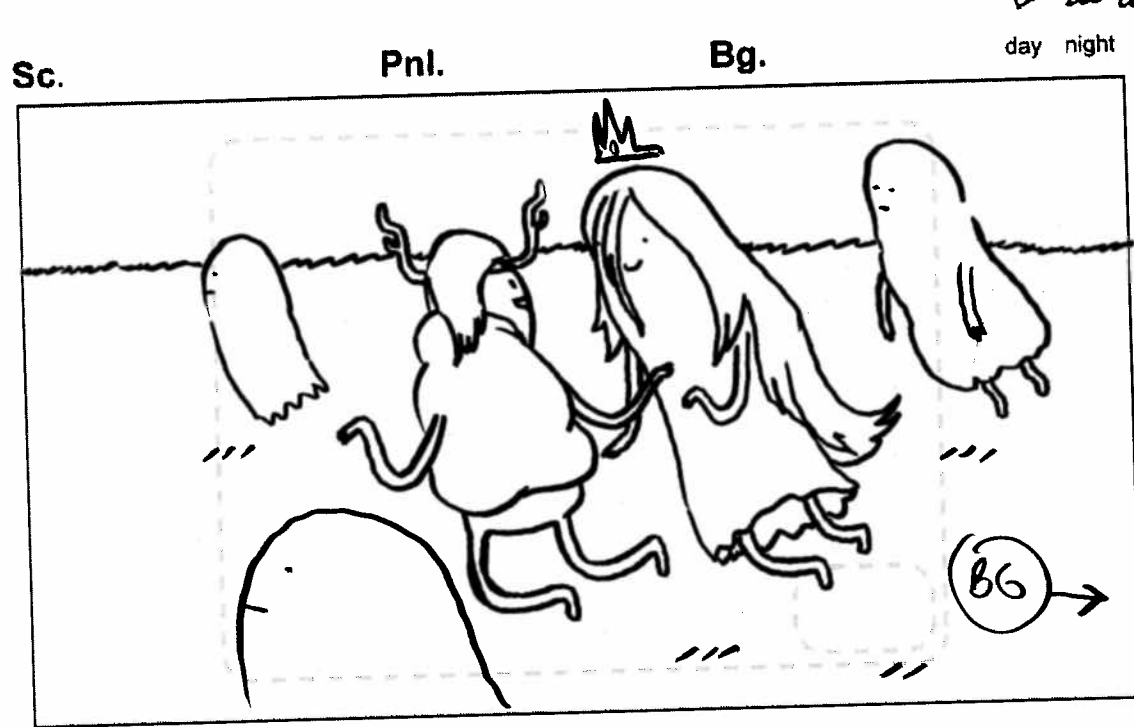
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 45



Dialog: CL / and we might never find out,  
but thats okay.

Action:

Timing:

CL / Because right now, in this  
moment I'm feeling pretty  
sweetles, you know?

(like "beatles") →

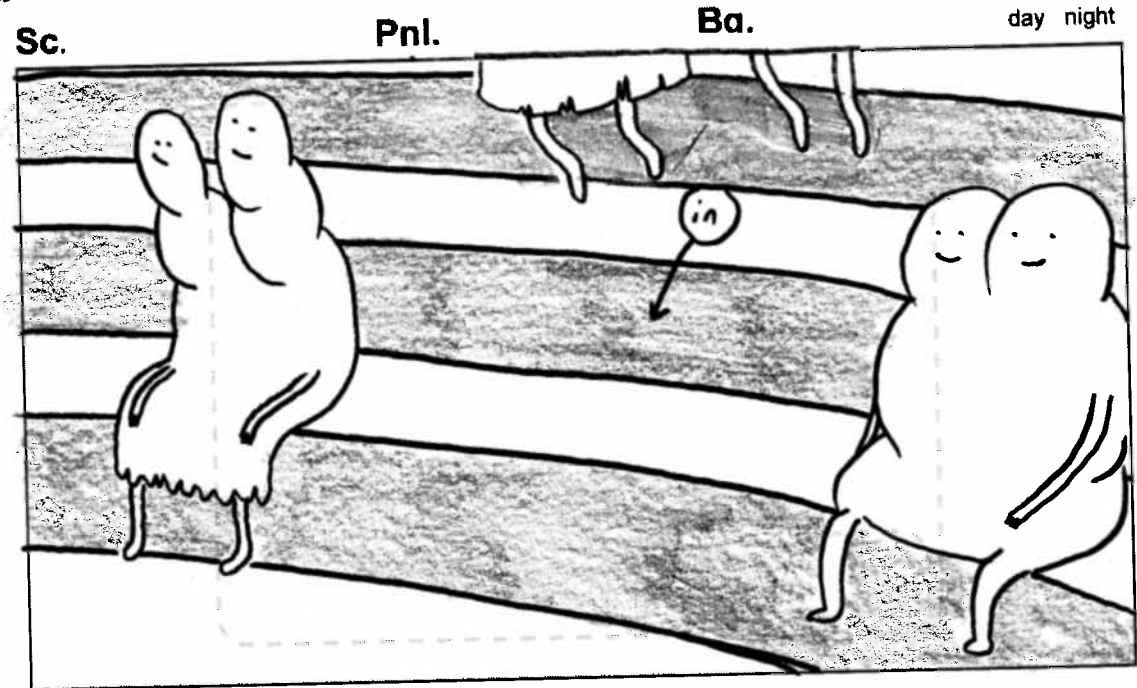
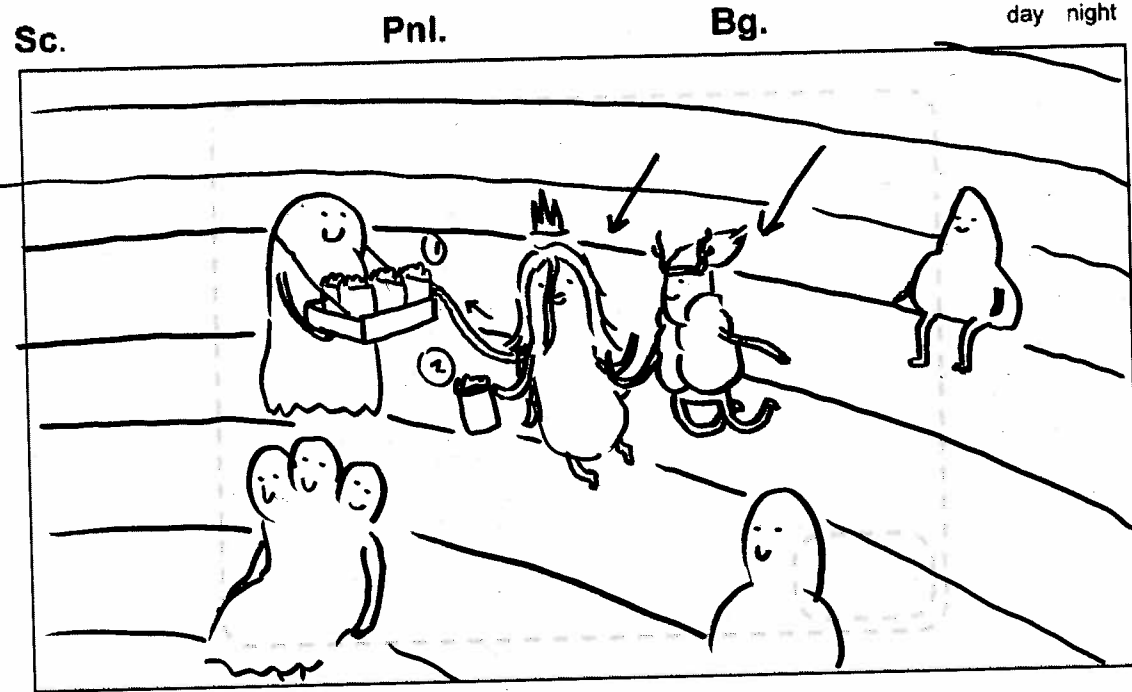
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 96



Dialog: GP/ ~~CL~~ I feel sweetles also in this moment, also.

Action: Gp grabs a popcorn

Timing:

CL/ That's great, Ghost Princess!

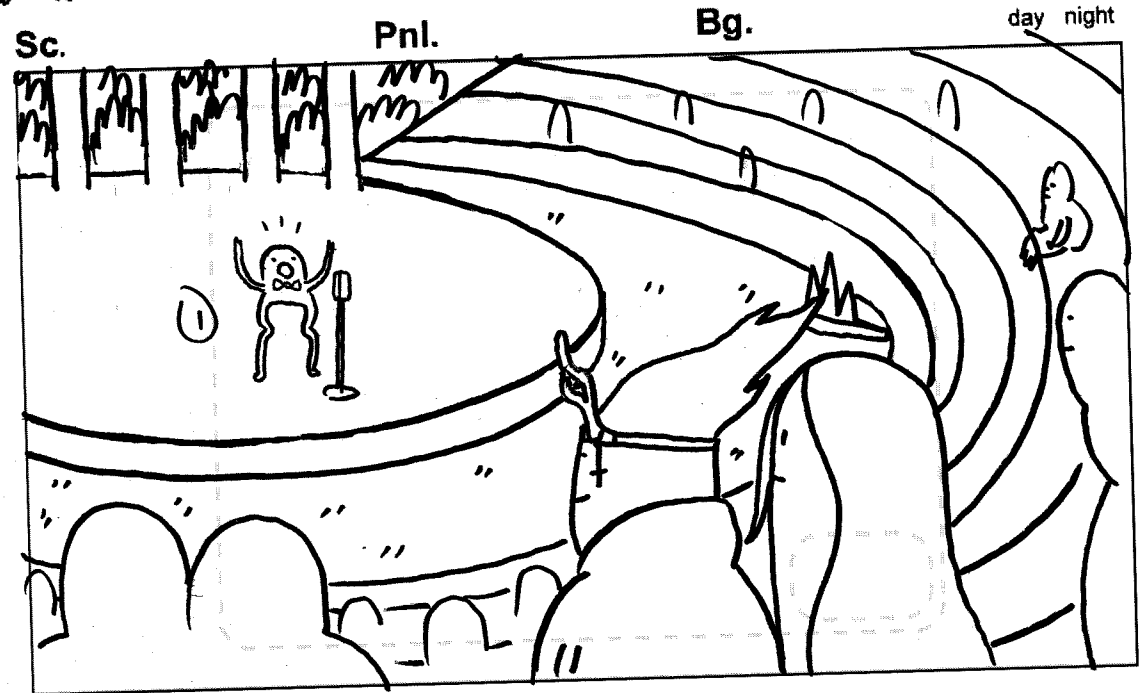
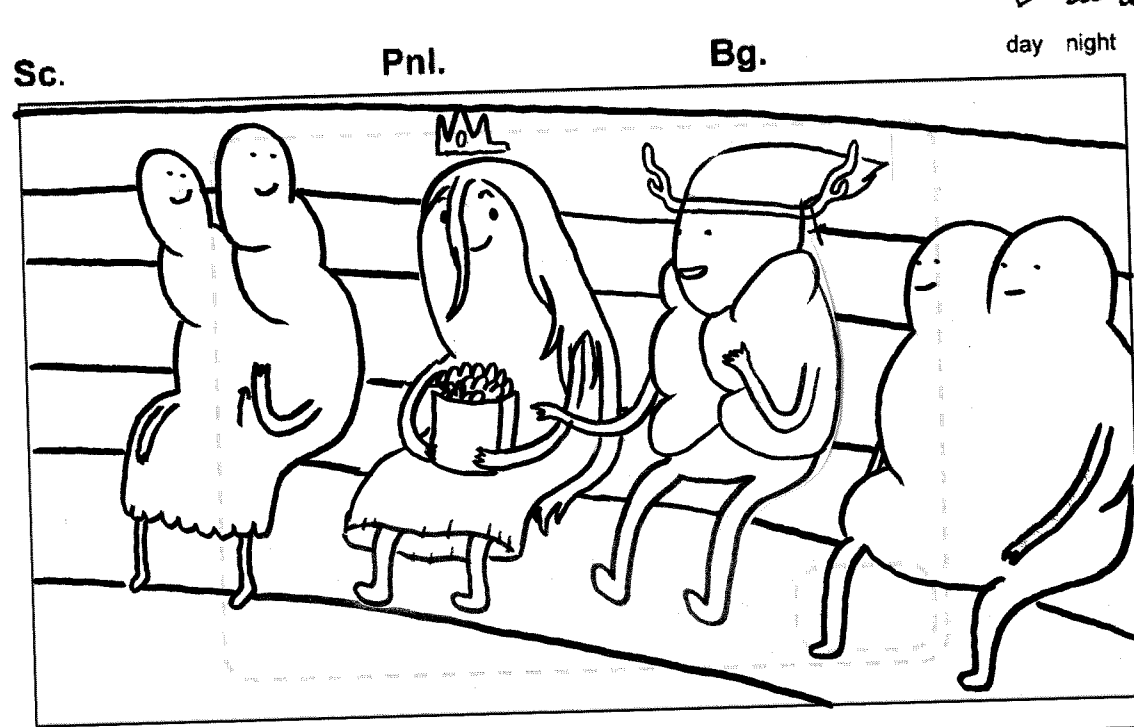
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 97



Dialog: CL / I'm glad we can feel this way together in the face of uncertainty.

Action:

Timing:

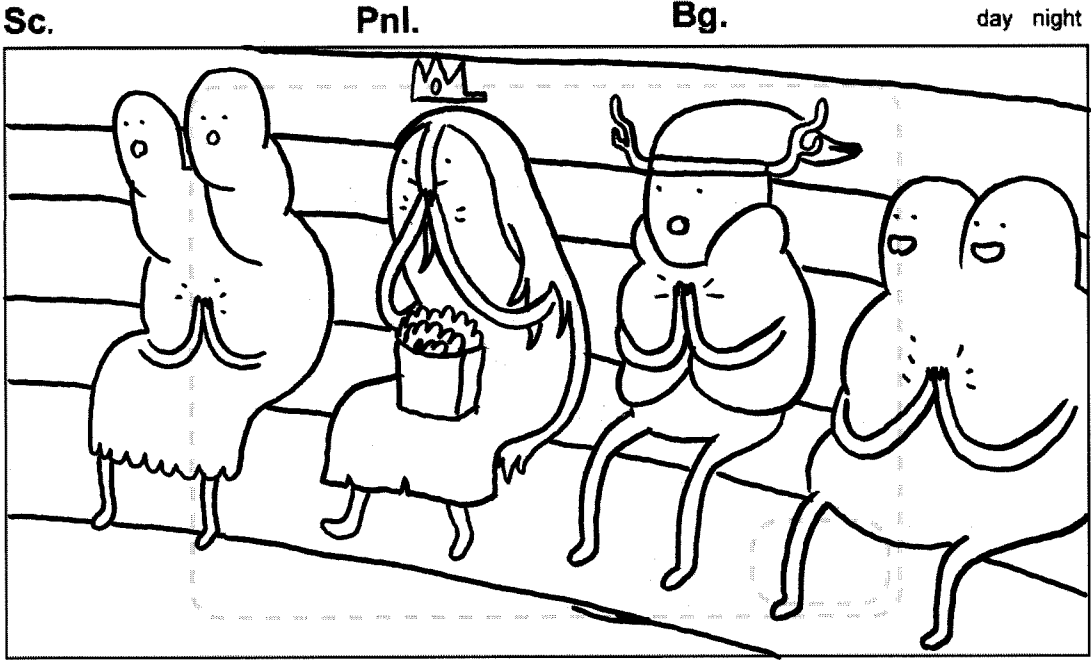
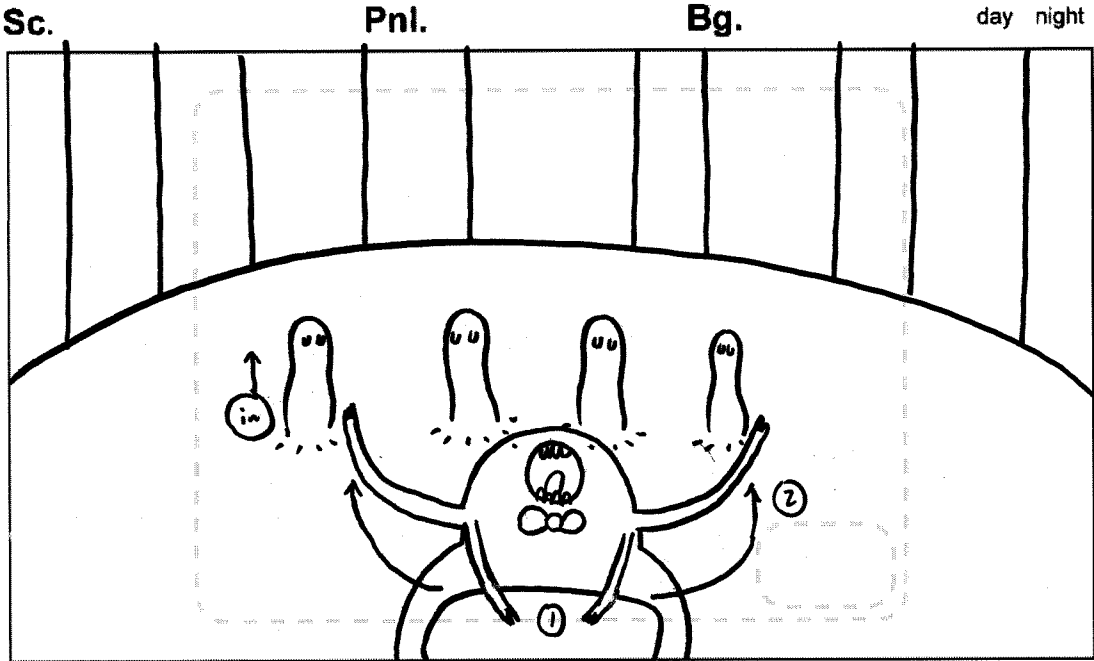
Announcer/ ① Ladies and gents... ② the center for Ghost Community Outreach and ③ Ghost Dates.com present...



EPISODE # 100877

Production :

ADVENTURE TIME



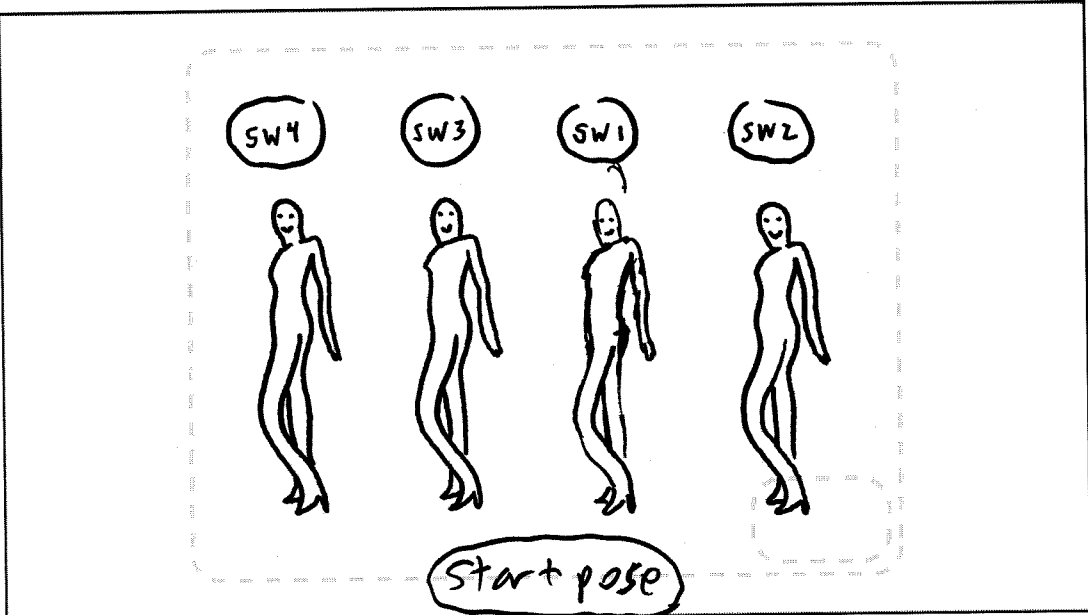
Dialog:	Announcer/ SPIRIT WAVES!	crowd/;clap clap clap clap;
Action:	dancers appear out of the ground	(dance music starts) (cycle clapping)
Timing:		

EPISODE # 100877

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
							<p>See spirit waves dance sequence</p>		

Dialog:
Action: all ghosts dance synchronized to spirit waves 1 (see dance on following page)
Timing:

Production :

EPISODE #

100877



ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Dialog:	CL/ more beavtiful than I could imagine	GP/ are you talking about spirit waves?
Action:	Slow truck in —→	
Timing:		

EPISODE #100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 101

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night	

Dialog: CL / I'm talking about you princess!

Action:

Timing:

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



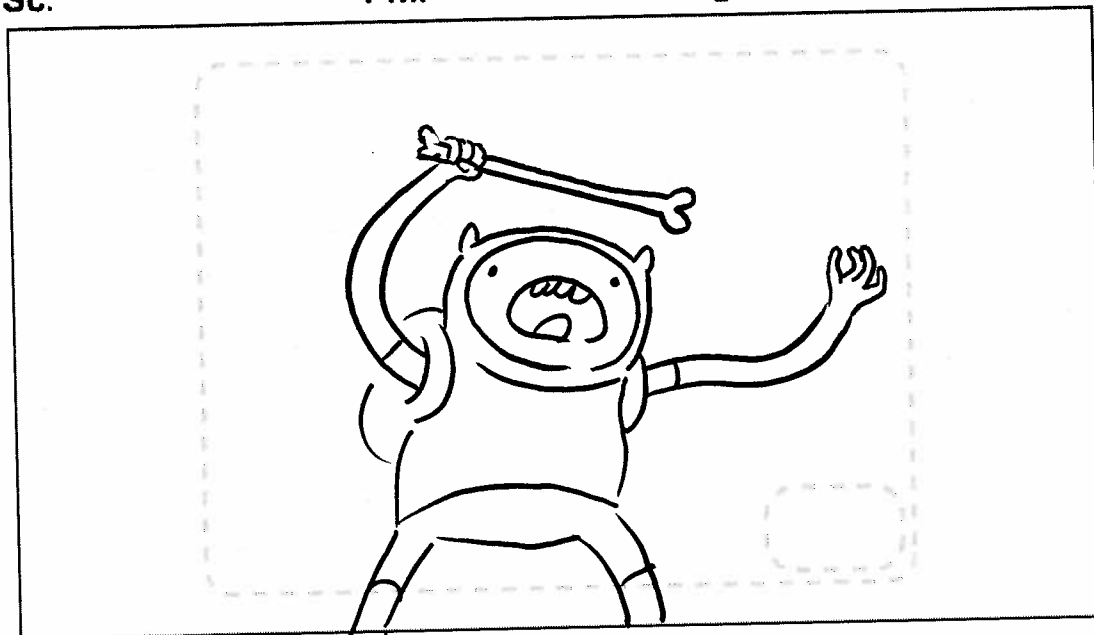
Page 102

Sc.

Pnl.

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

F/AAAAA!!

Action:

cycle ①+② x 2

Timing:



EPISODE # 100877

Production :

# ADVENTURE TIME



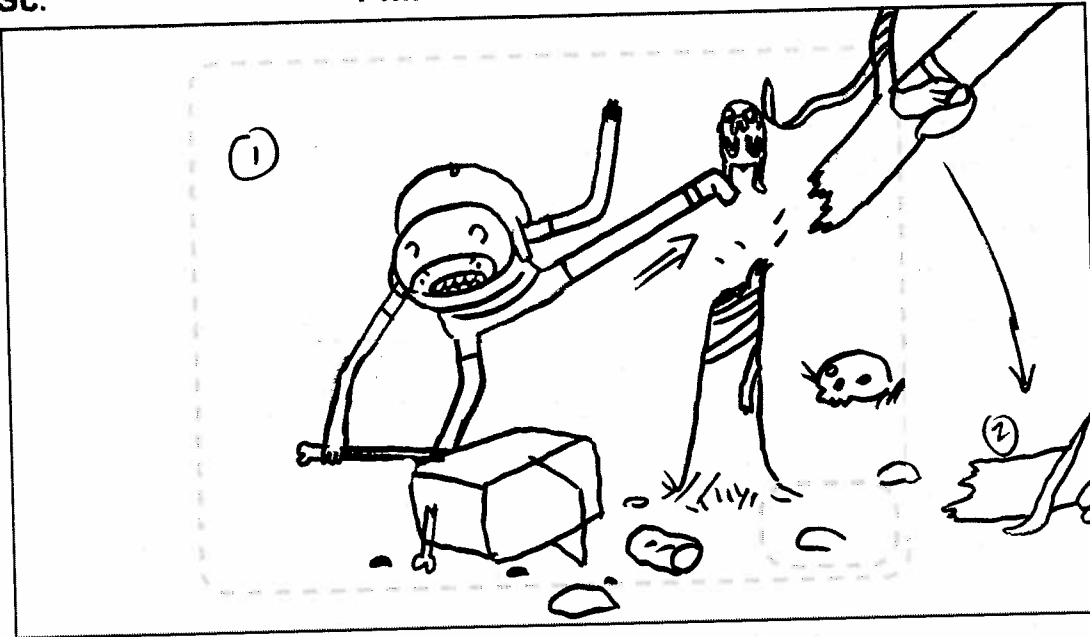
Page 103

Sc.

Pnl.

Bg.

day night

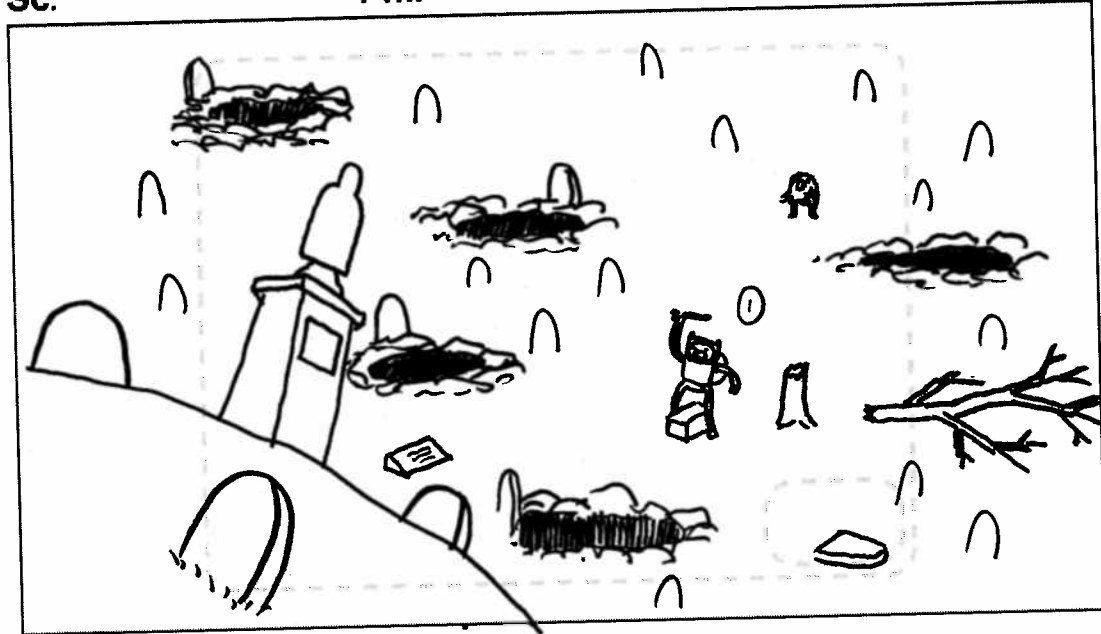


Sc.

Pnl.

Bg.

day night



Dialog:

F/① GHOSTS!  
② yov ghosts!

Action:

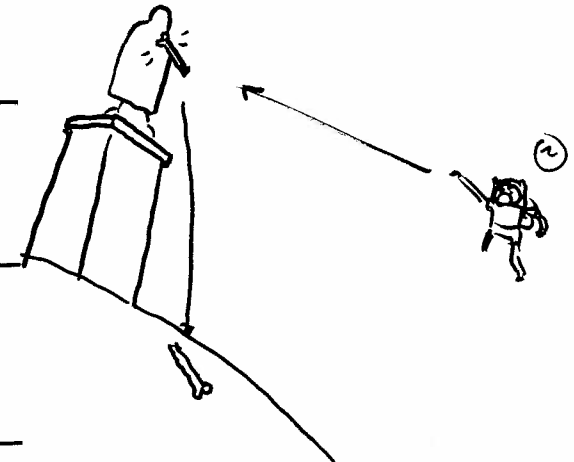
kick tree in half

Timing:



F/① come out!  
② rah!

Throw bone



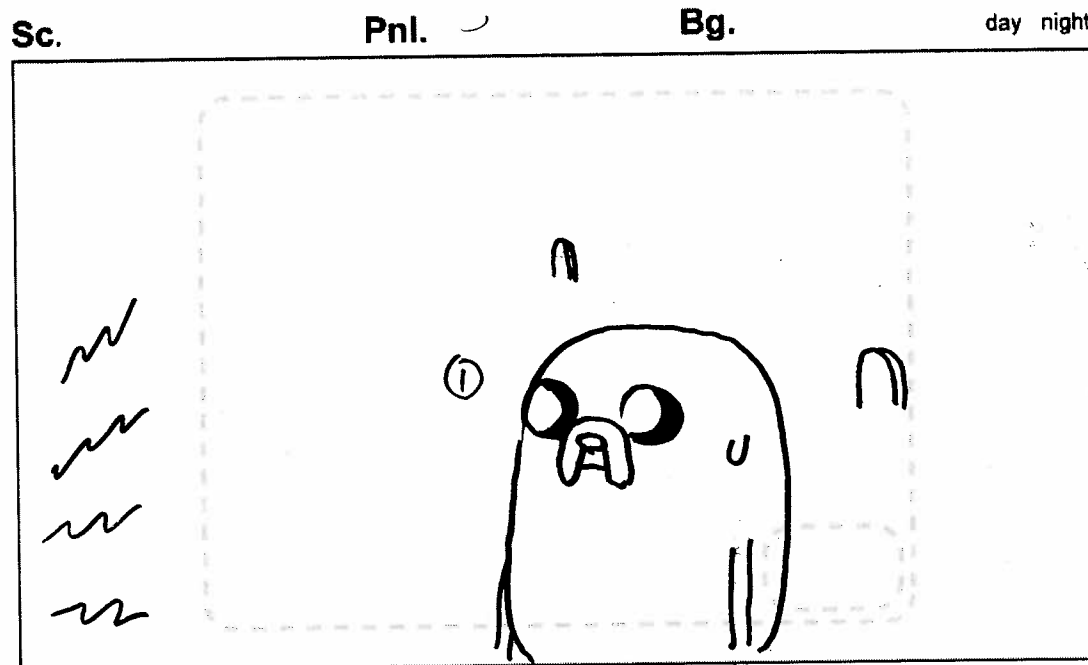
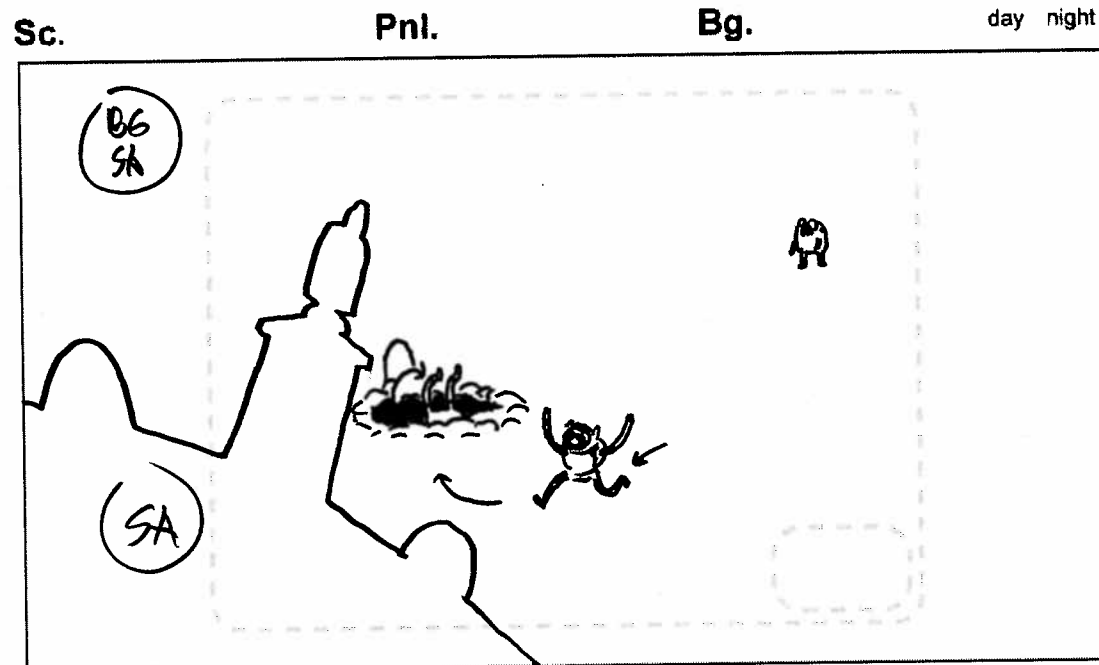
EPISODE # 100877

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 104



Dialog:

(OS) sounds of Finn destroying stuff

(4) J (sweet)

Action:

finn run and fall in pit

Timing:



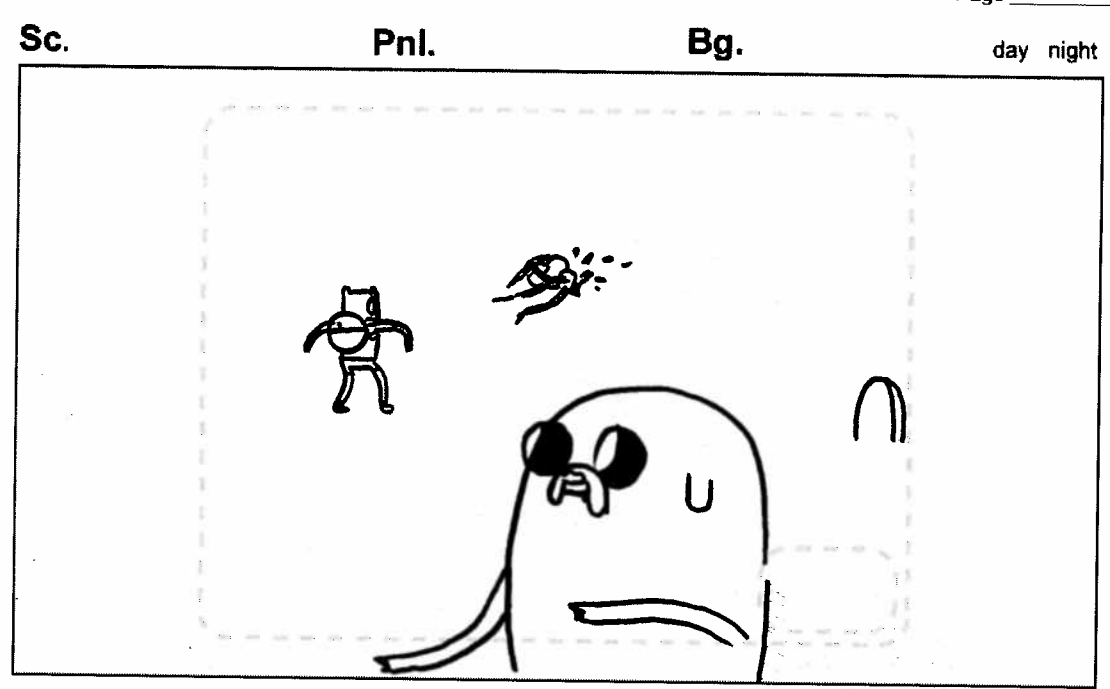
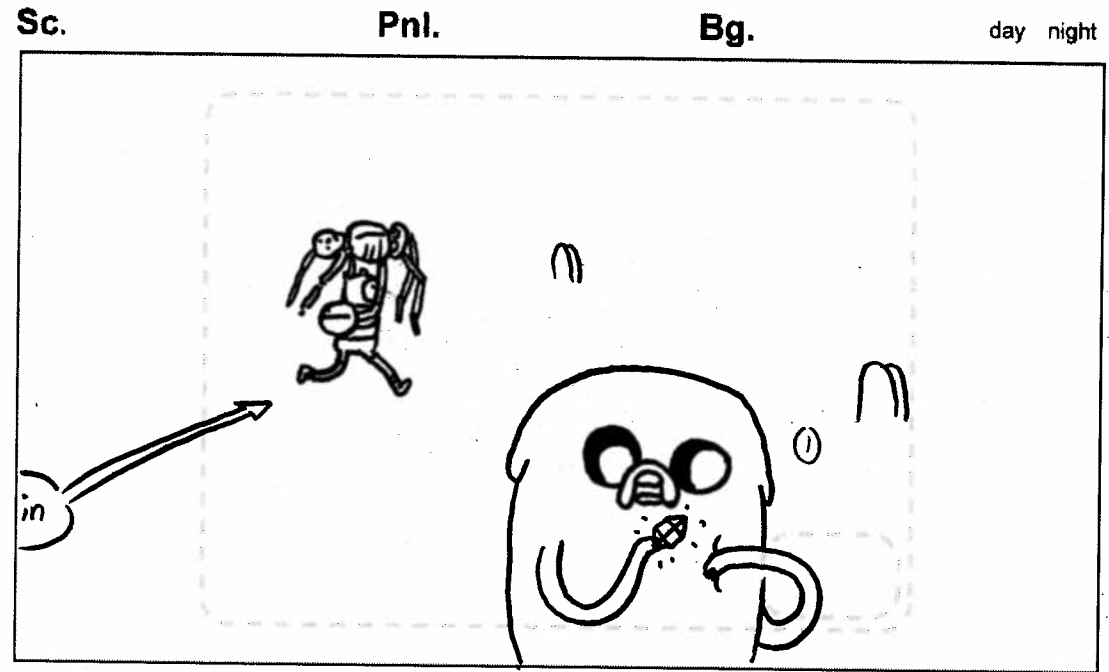
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 109



Dialog:	J/I think this place is abandoned man.		Finn! They're just hiding	
Action:				
Timing:				

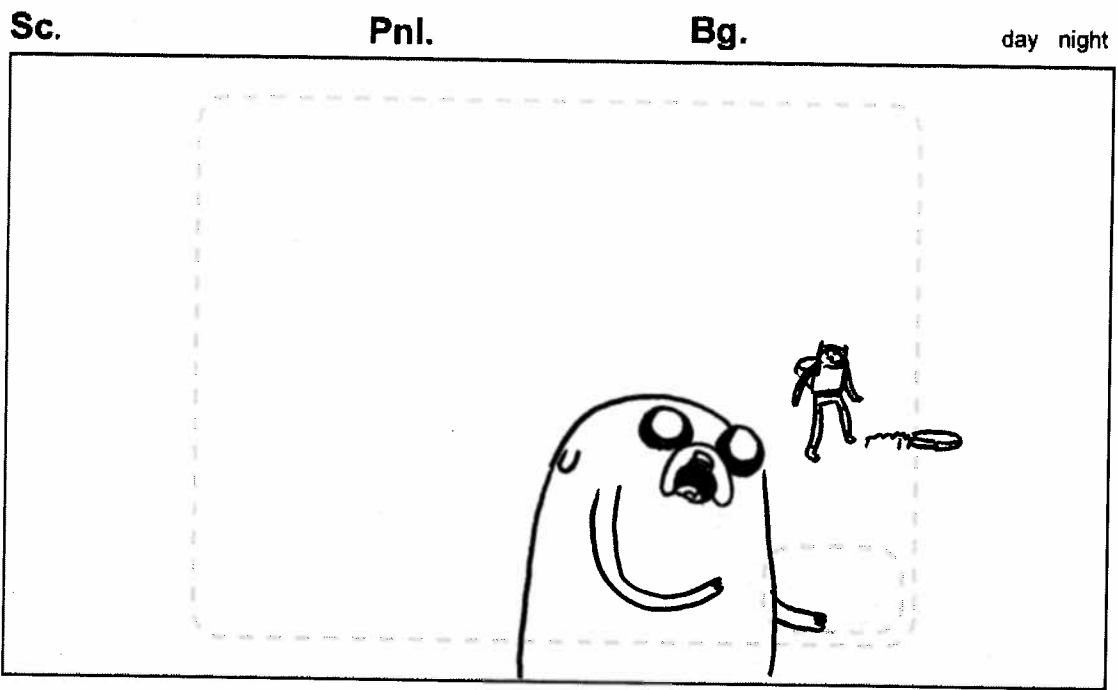
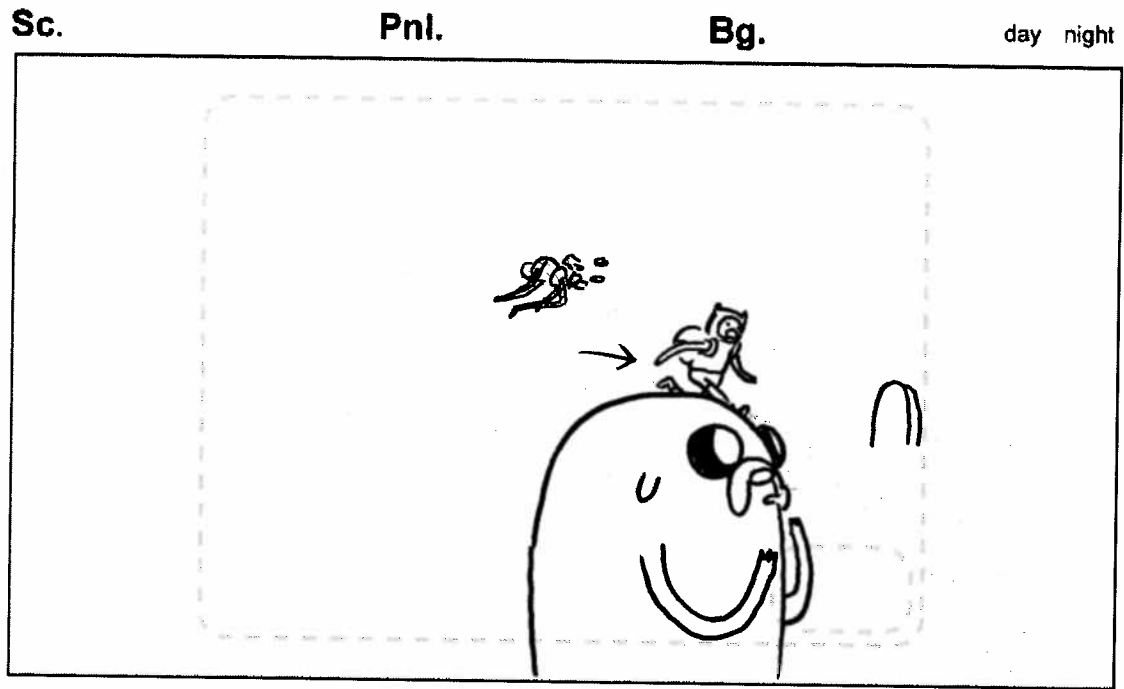
EPISODE # 100877

Production :



# ADVENTURE TIME

Page 106



Dialog: F/'cavse they know they're(2) guilty!

Ghost thv g (os) Yo! Yo! That's my grave!

Action:

Timing:



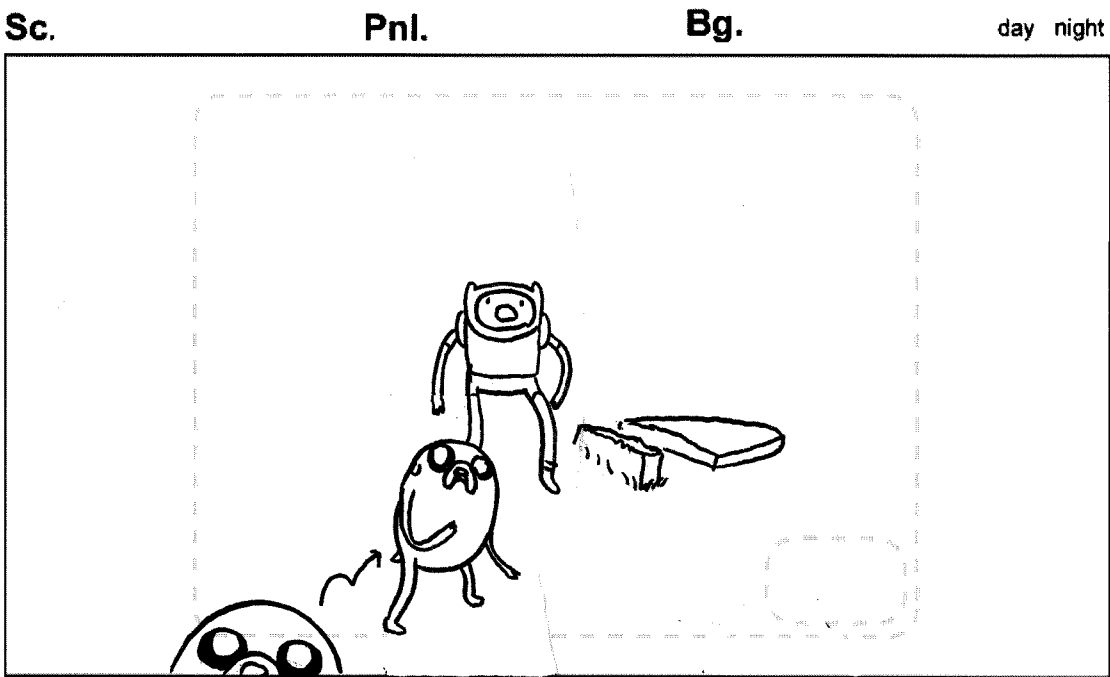
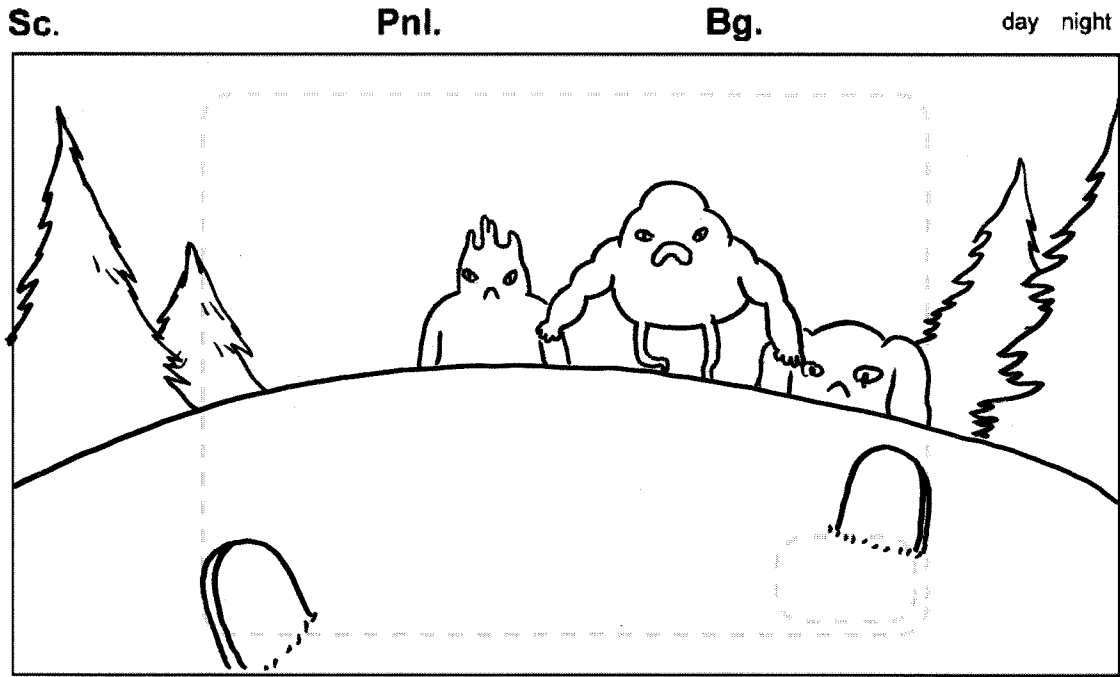
EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: Ghost Thvg 1 / why are you dills trashing  
our spot?!

Finn / we ... thought you were ... hiding.

Action:

Timing:

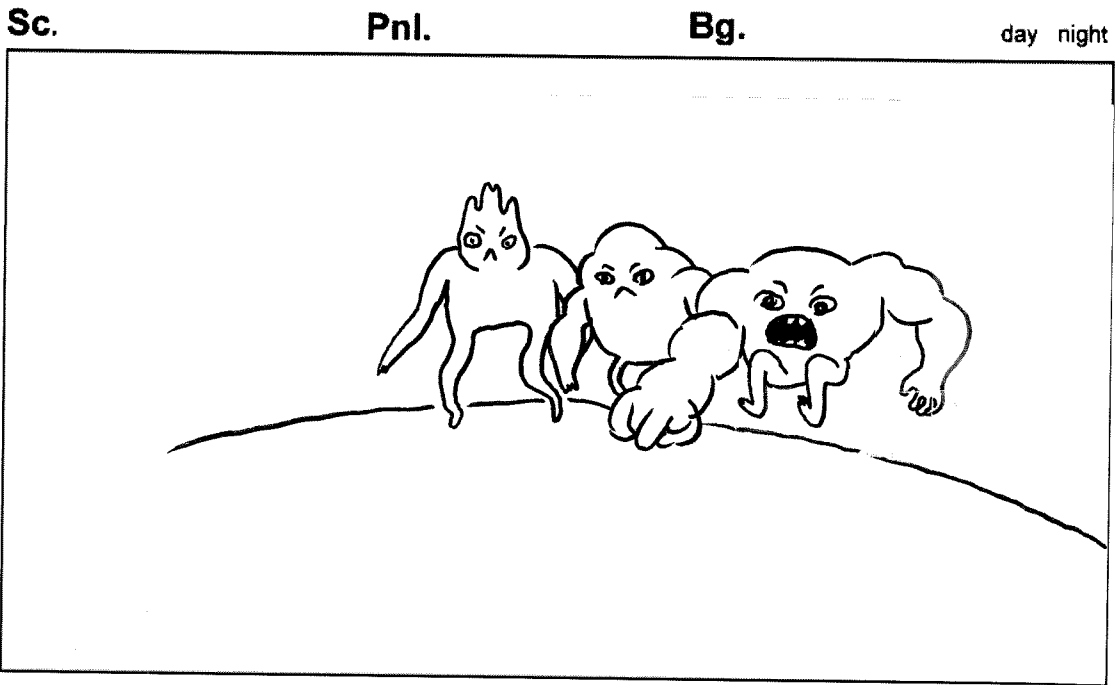
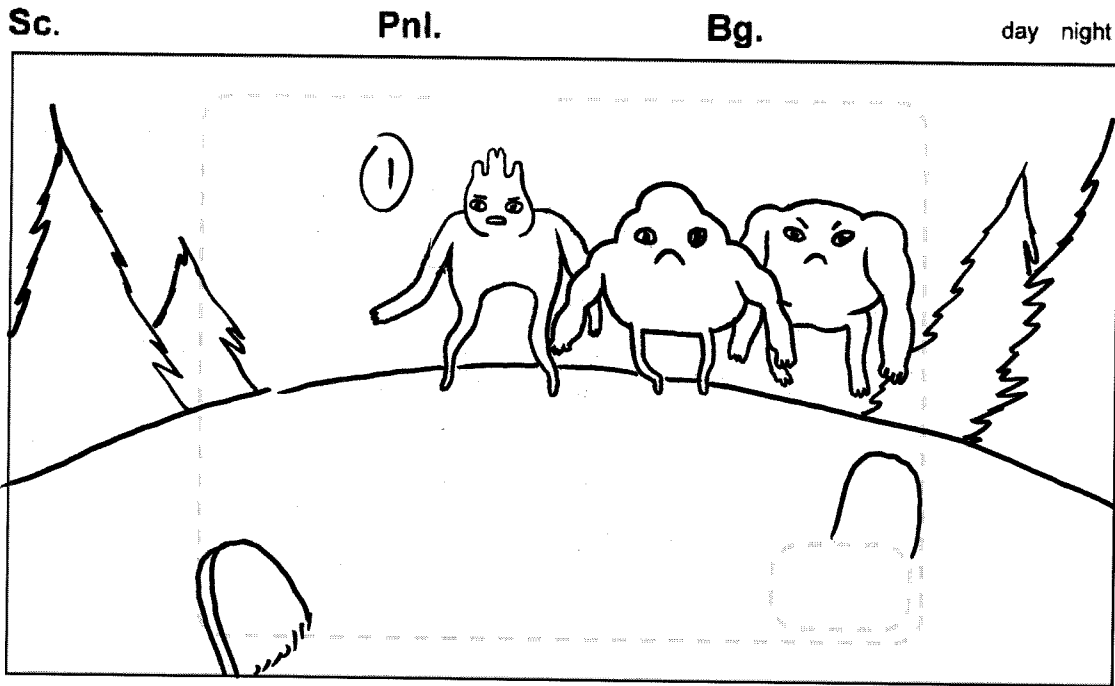
EPISODE # 100877

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog: GT2/Dvde we were at  
the ⑦ spirit waves  
↑  
(dead pan) slow.



GT3/ KILL THESE FOOLS !!

Action:

Timing:

EPISODE # 100877

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: Ghost Thvgs walla! YAA!!

Action:

Timing:

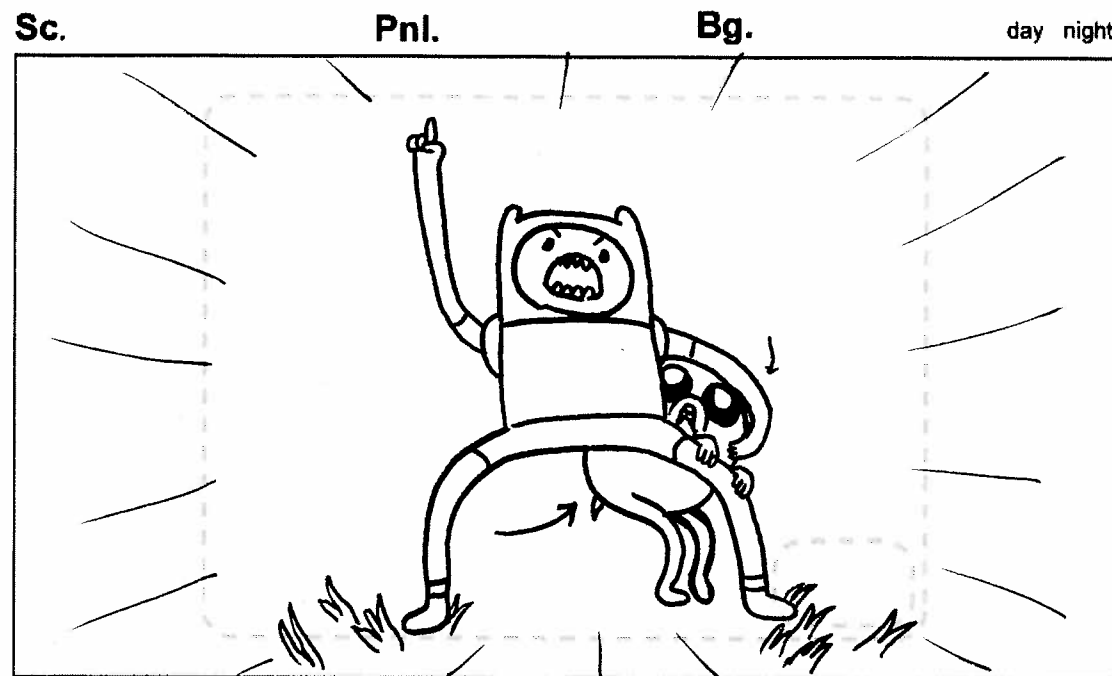
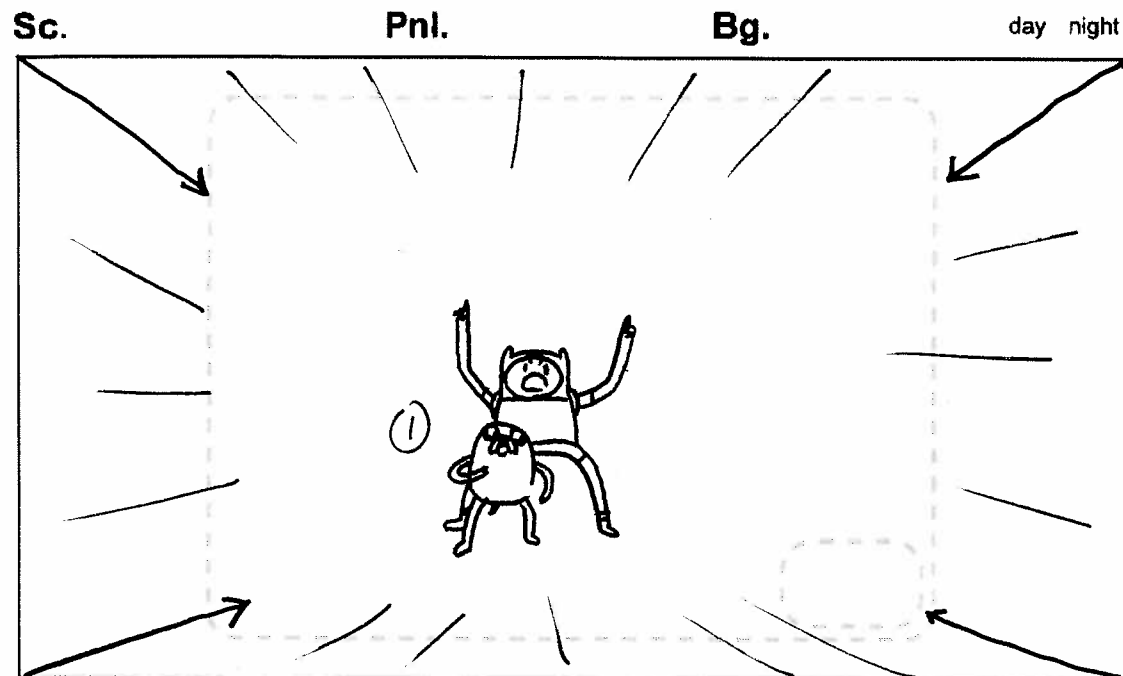
Production : EPISODE # 100877

© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 110



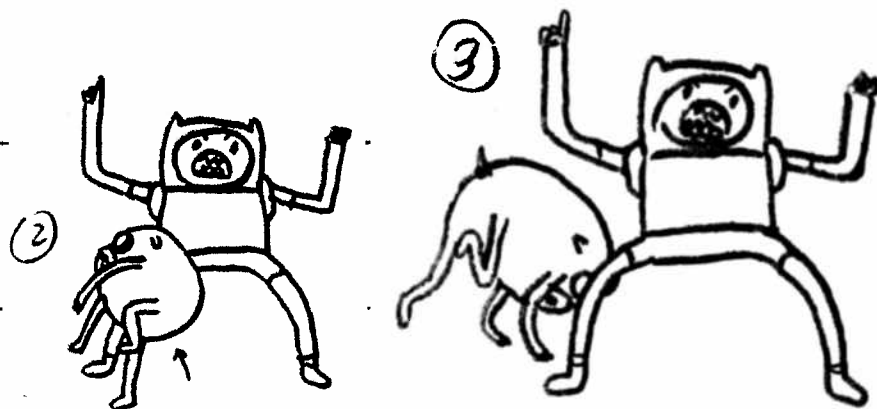
Dialog: Finn ① Bring it on ③ yov

→

mothers !

Action:

Timing:



← Truck in →

EPISODE # 100877

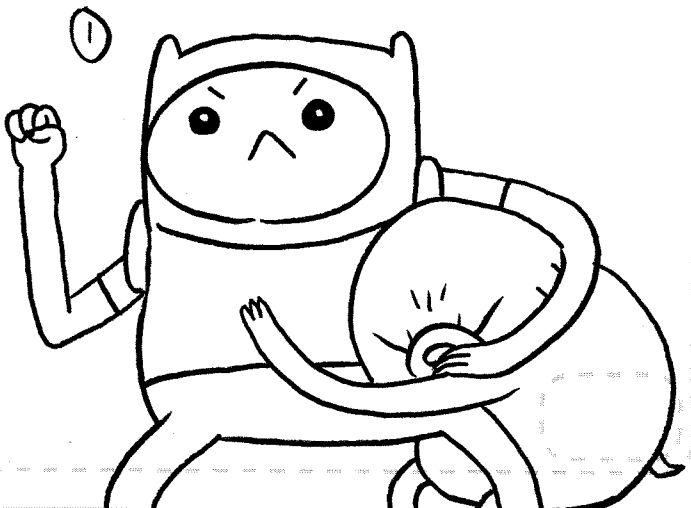
Production :

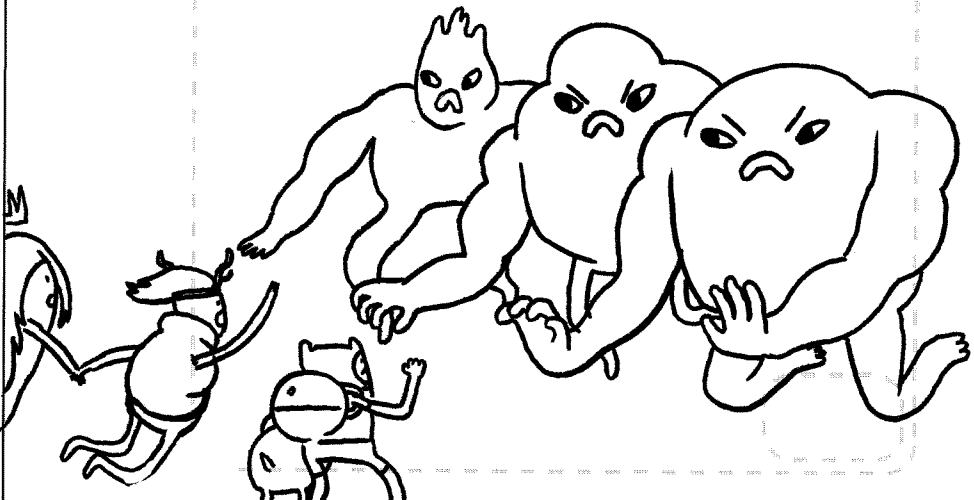
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

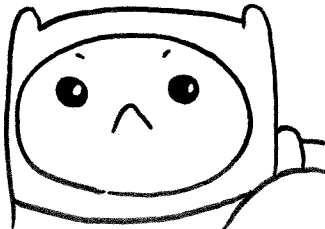
# ADVENTURE TIME



Page 111

Sc.	Pnl.	Bg.	day	night
				

Sc.	Pnl.	Bg.	day	night
				

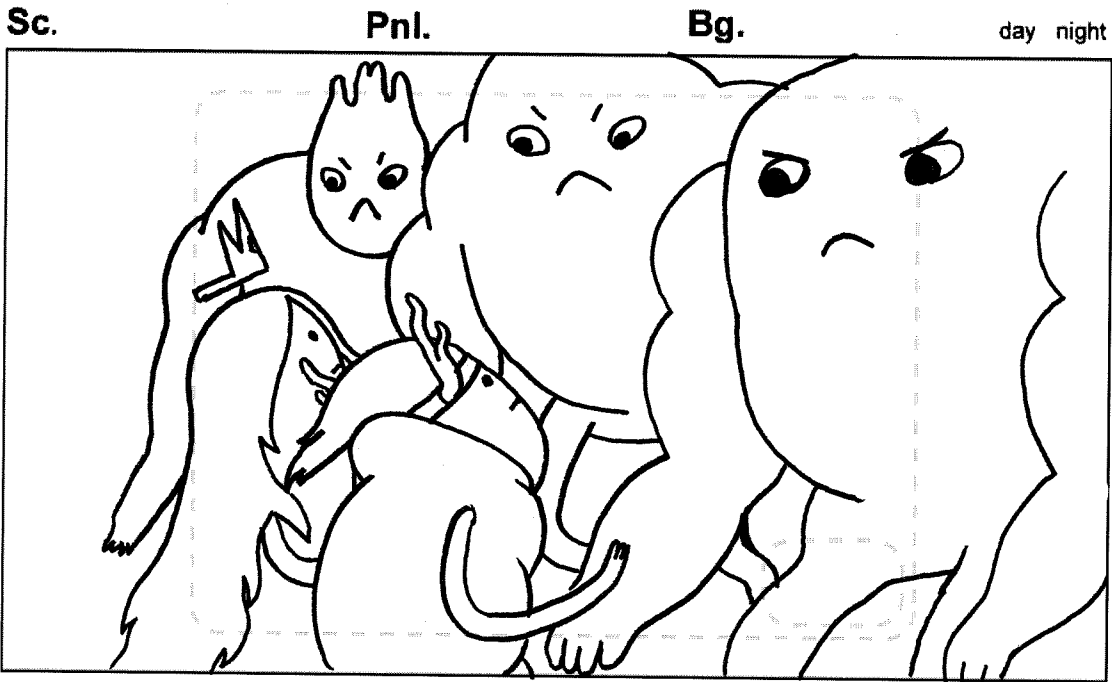
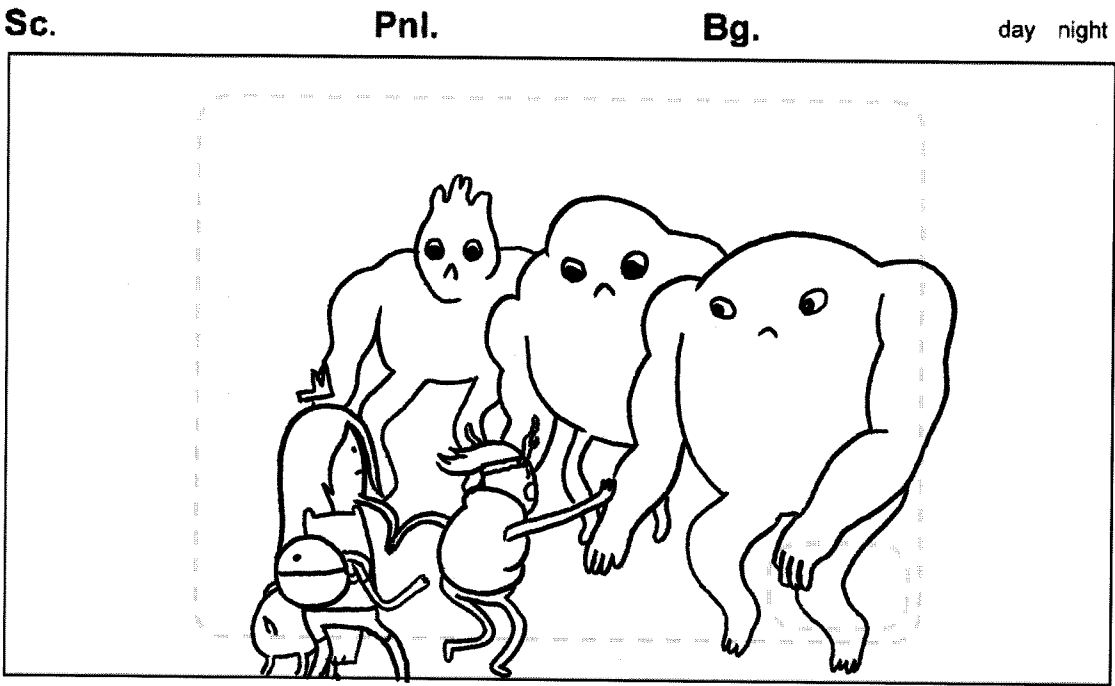
Dialog:	CLarence (10s) Hold up ! (2)		(start pose) CL/ These guys are
Action:	Finn look to voice		
Timing:			

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



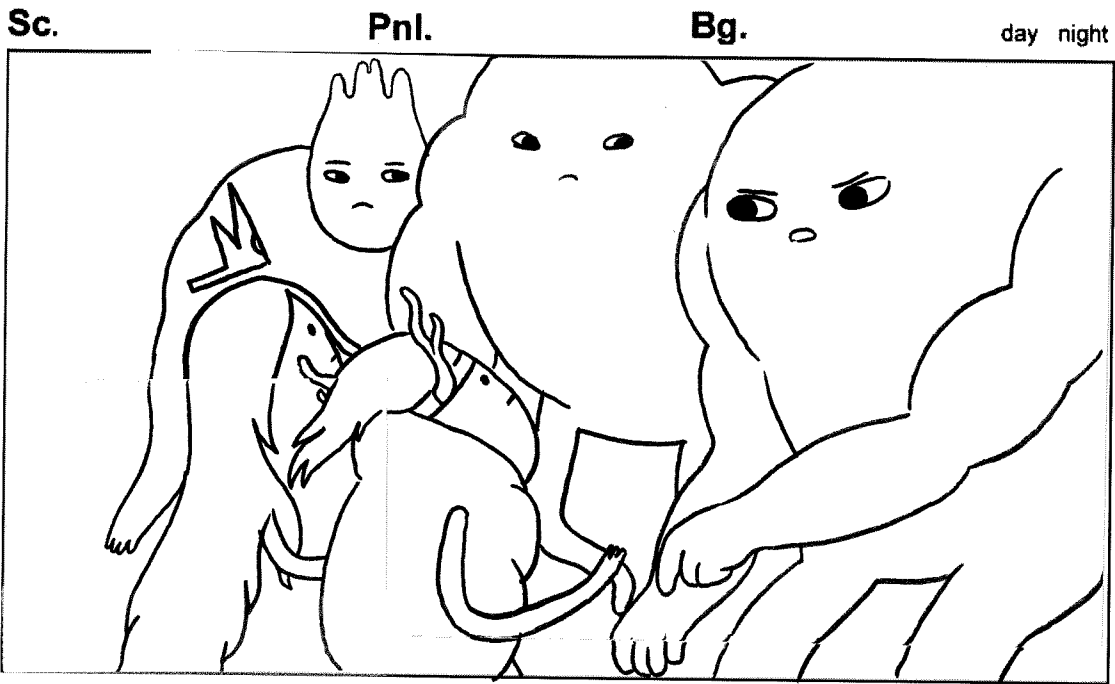
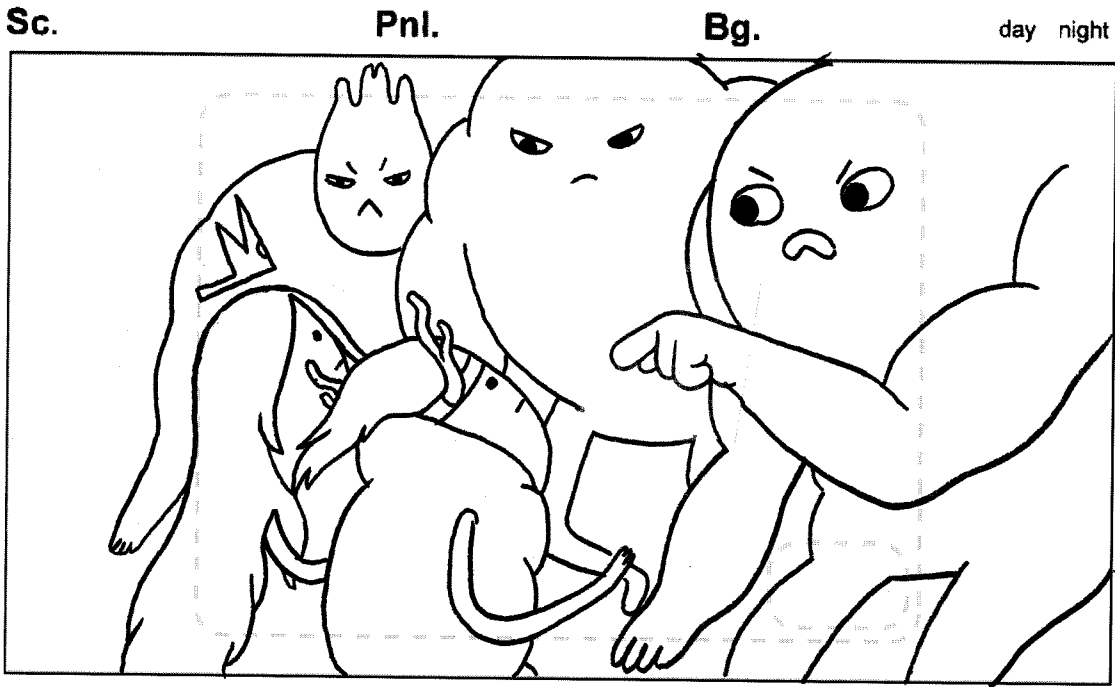
Dialog:	(cont) with me!	(beat)
Action:		
Timing:		

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog: GT3 ① A'ight Clarence ② But only because of that one time.

GT3 (cont) ① When I did that thing. ② By accident.

Action:



Timing:

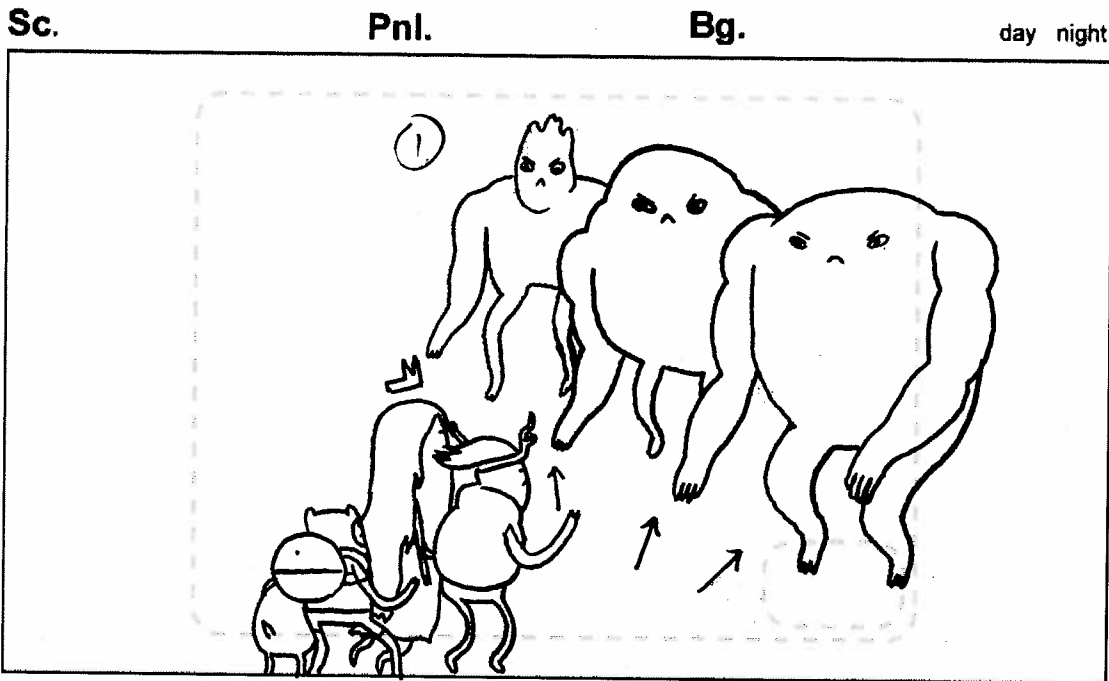
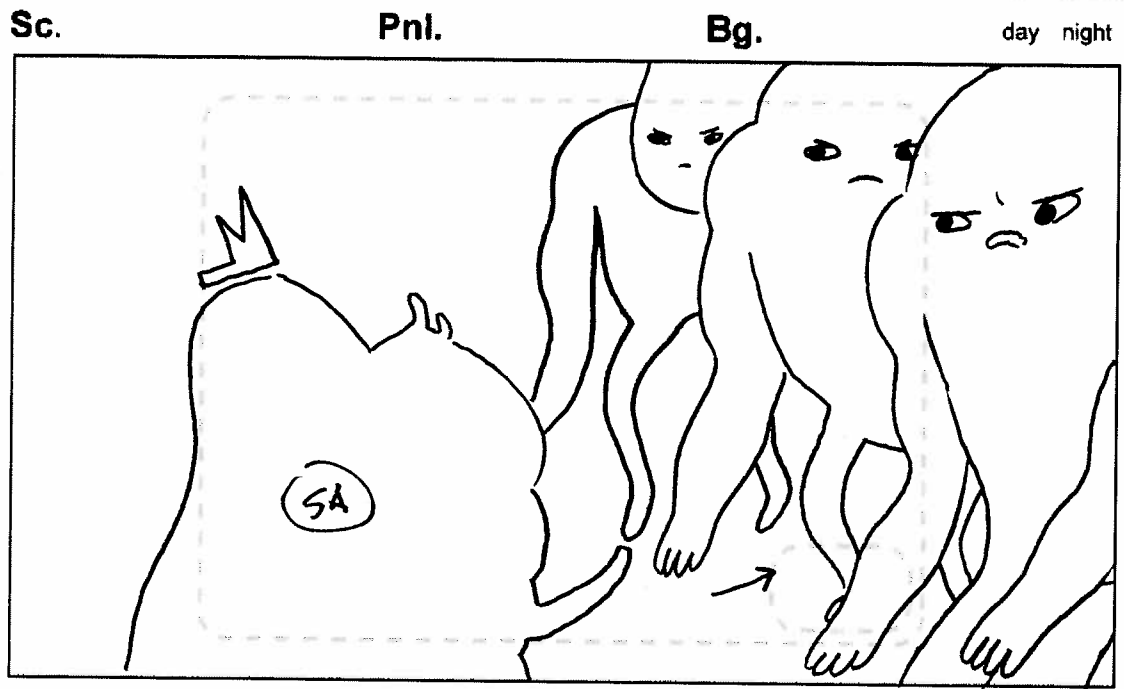
100877

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

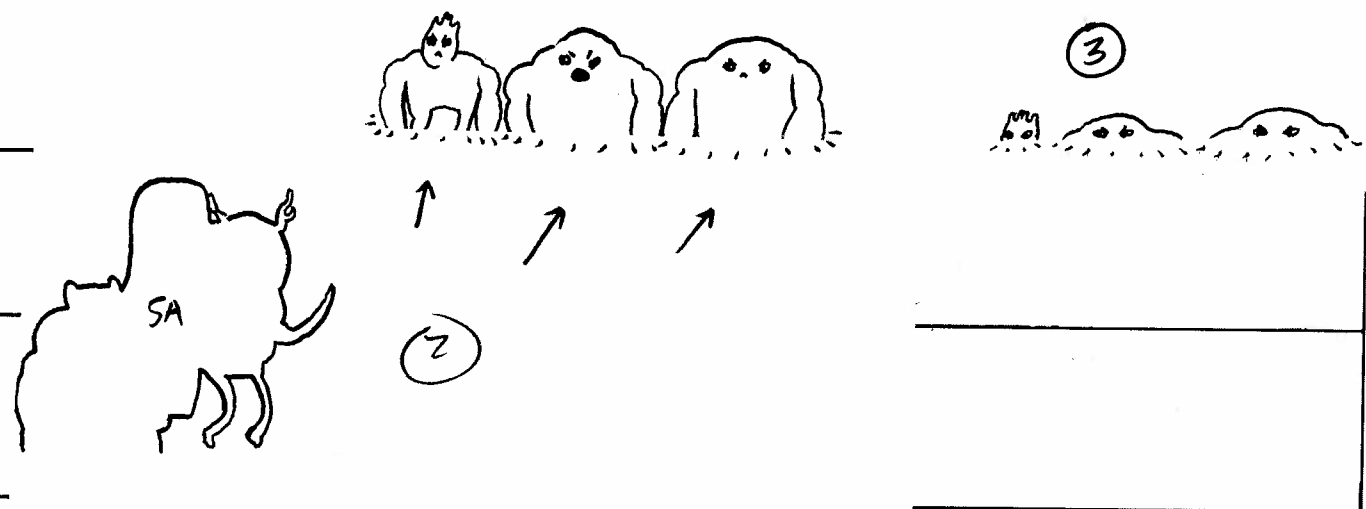
# ADVENTURE TIME



Dialog: GT3 (cont) And you were cool about it. GT1 / It's your lucky day punks.

Action: ghosts back away

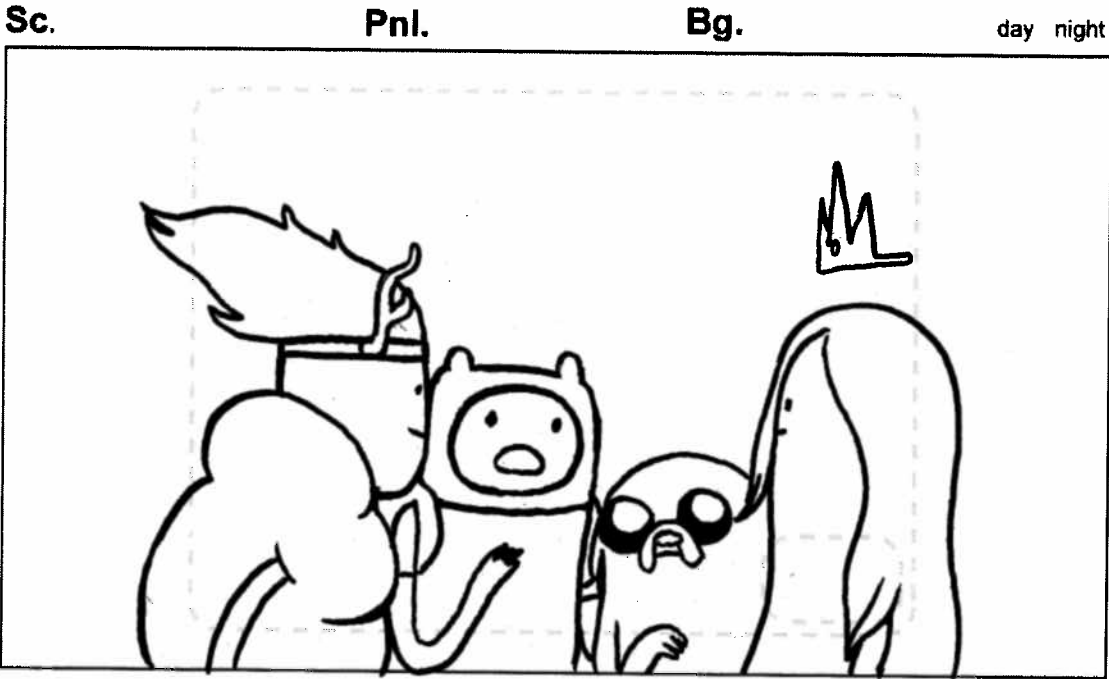
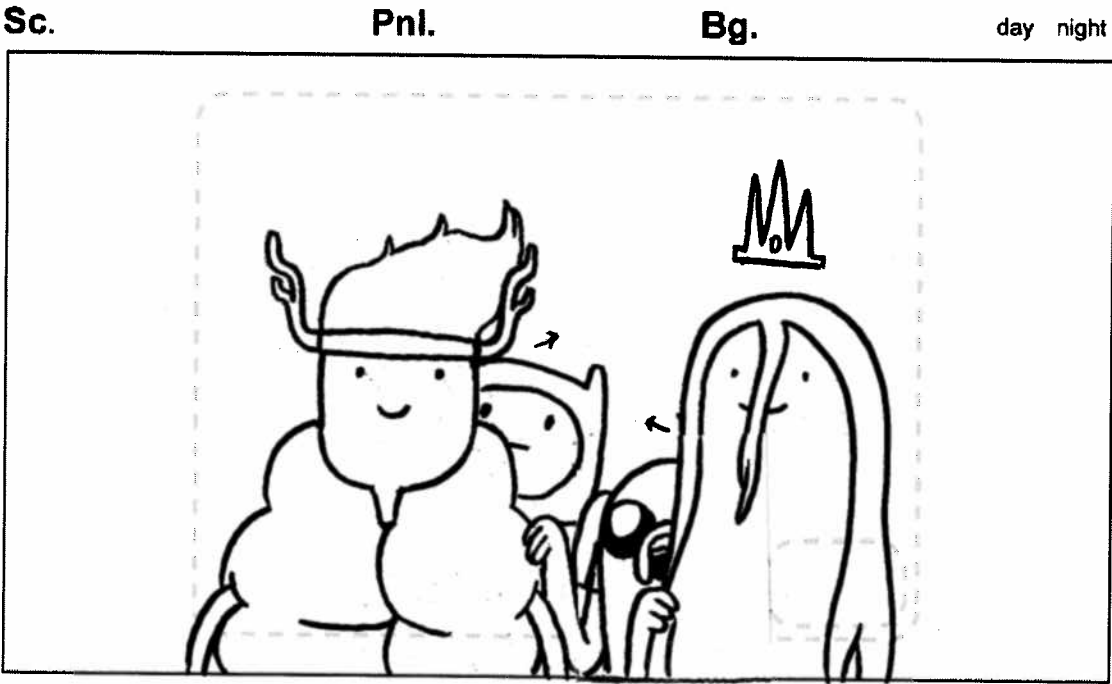
Timing:



EPISODE # 100877

Production :

# ADVENTURE TIME



Dialog:	Jake/ Phew-boy! Thanks Clarence.	Finn/ so I'm sorry we haven't solved the case yet.
Action:		
Timing:		

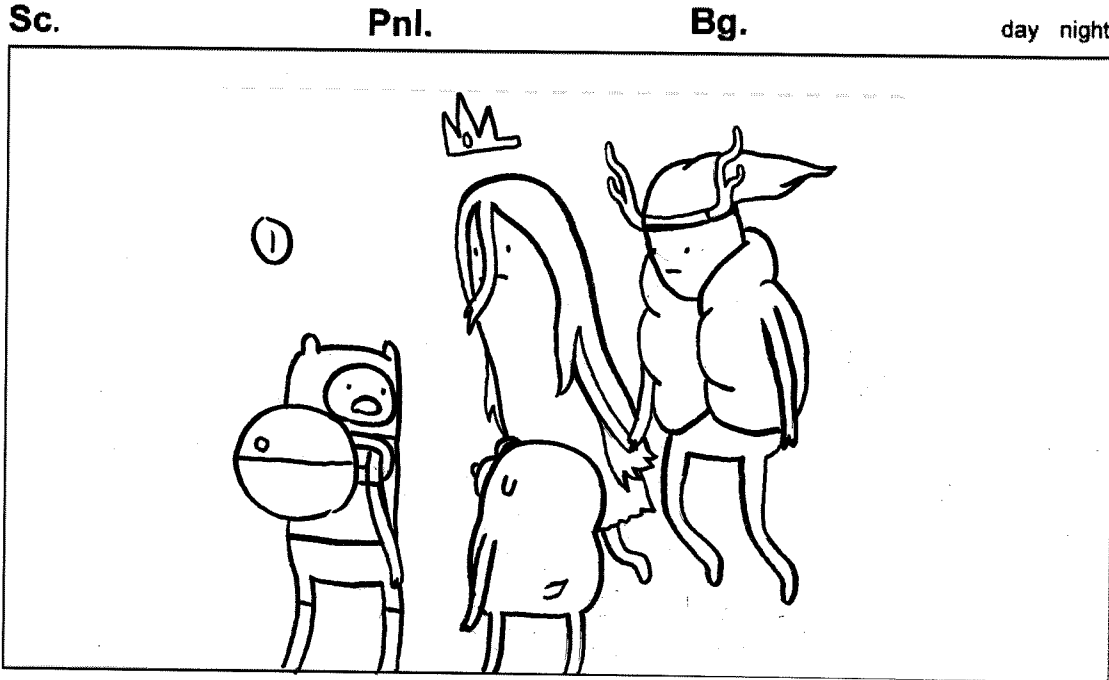
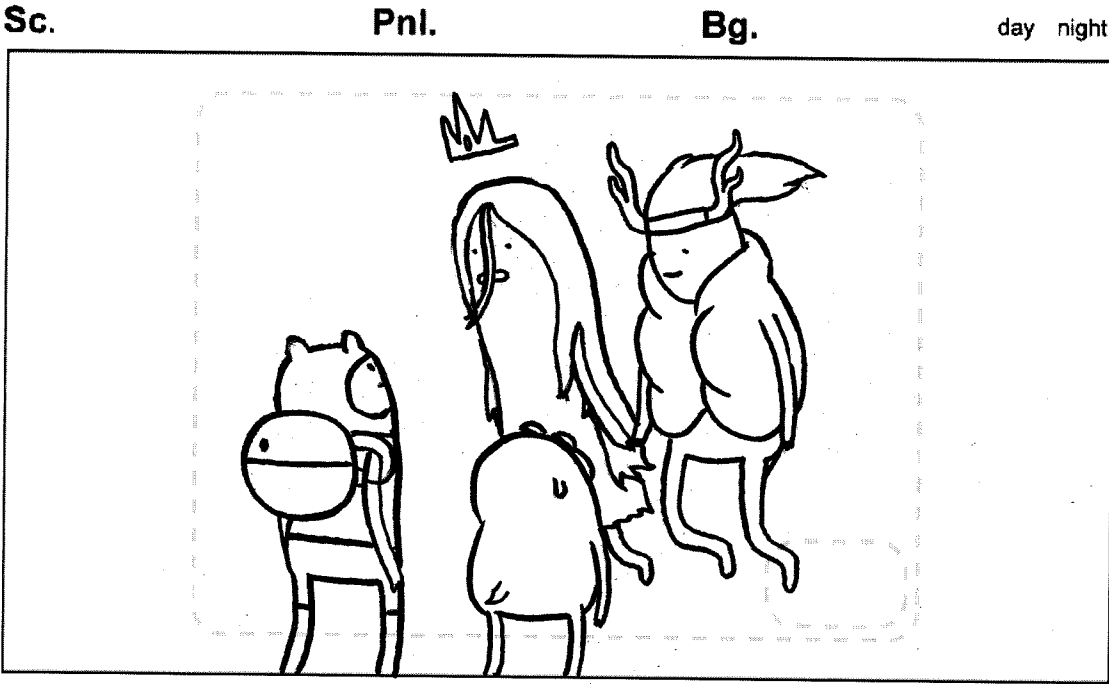
EPISODE # 100877

Production :





ADVENTURE TIME

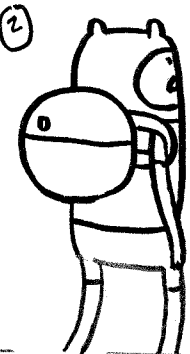


Dialog: GP ① It's alright Finn ② I'm calling off the investigation.

Action:

Timing:

Finn/① What, why? ②



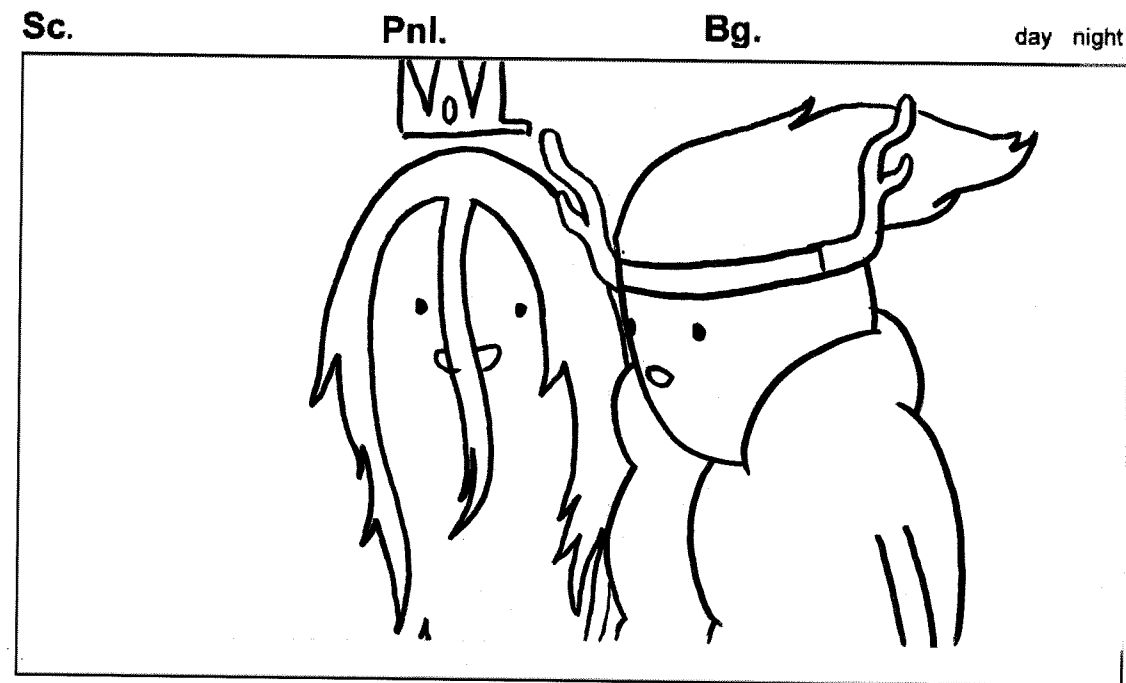
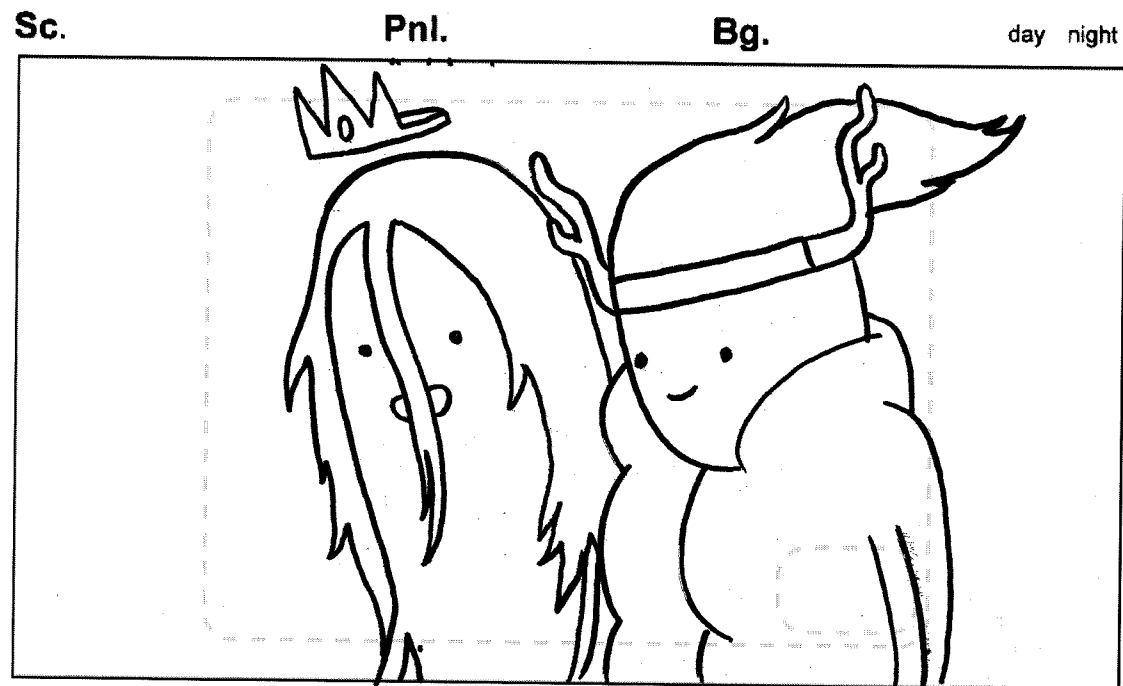
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 107



Dialog:	Ghost Princess! I don't feel tormented anymore —————> now that I'm with clarence.
Action:	
Timing:	

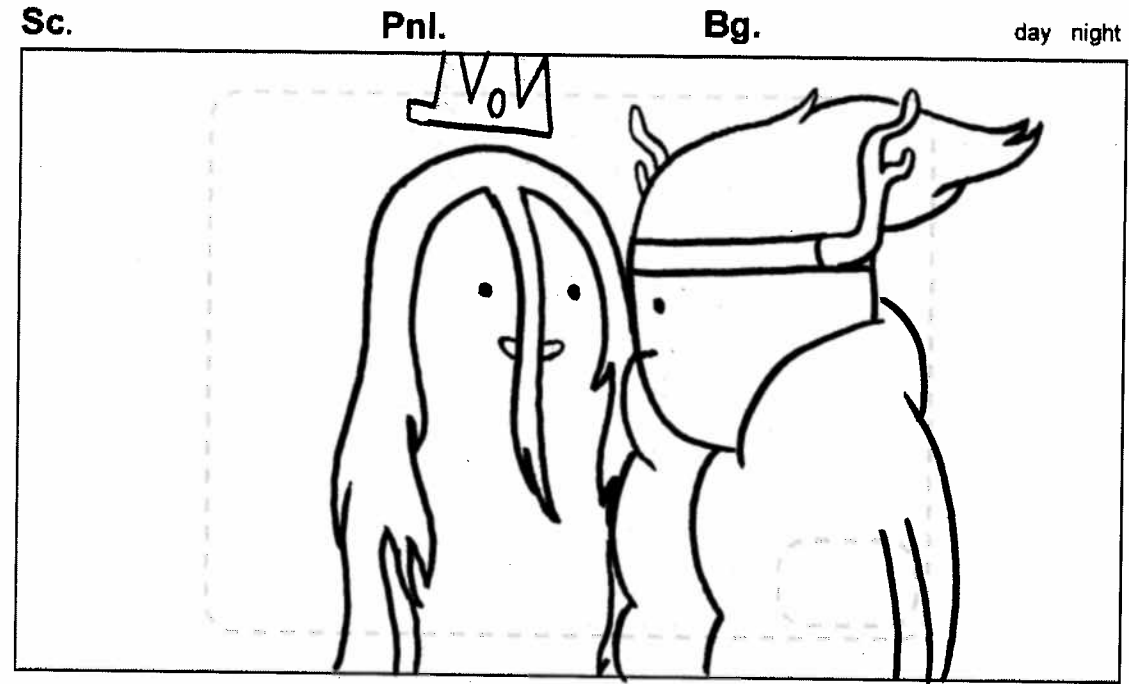
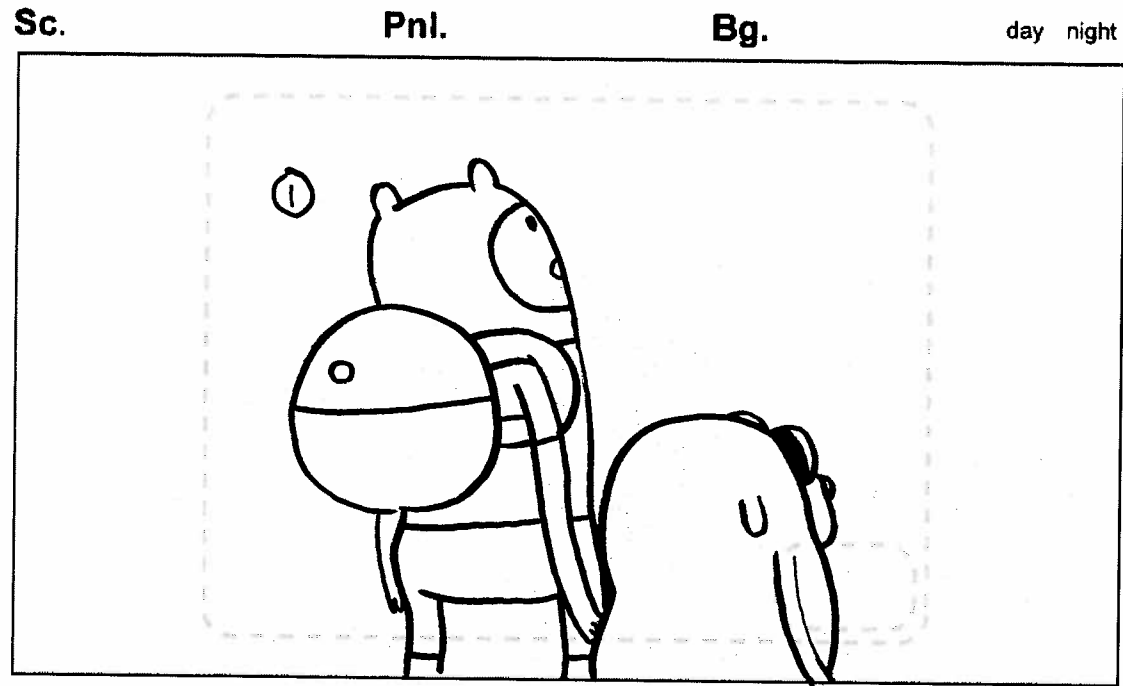
EPISODE # 100877

Production :



# ADVENTURE TIME

Page 108



Dialog:	Finn/① Oh, really? ② That's... cool.
Action:	
Timing:	

GP/ It's hard to explain, but it's like we already know each other.

EPISODE # 100877

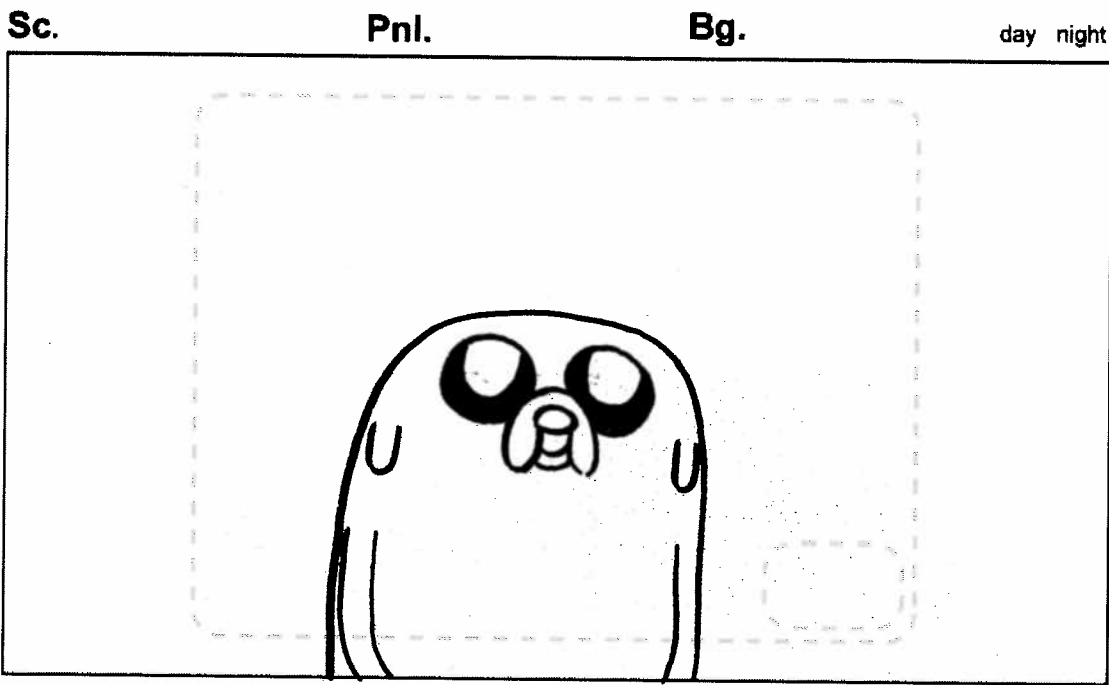
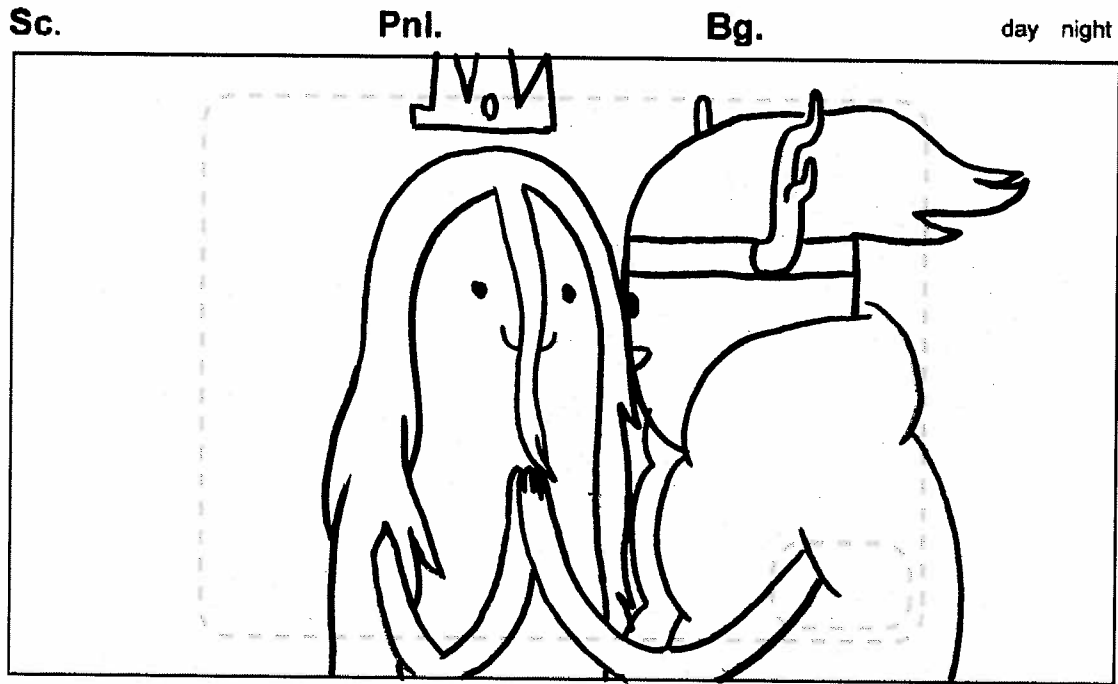
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 119



Dialog: Clarence I feel it too. Our spirits  
must be entwined in the  
cosmic wheel of time (quick) → J/ Nice

Action:

Timing:

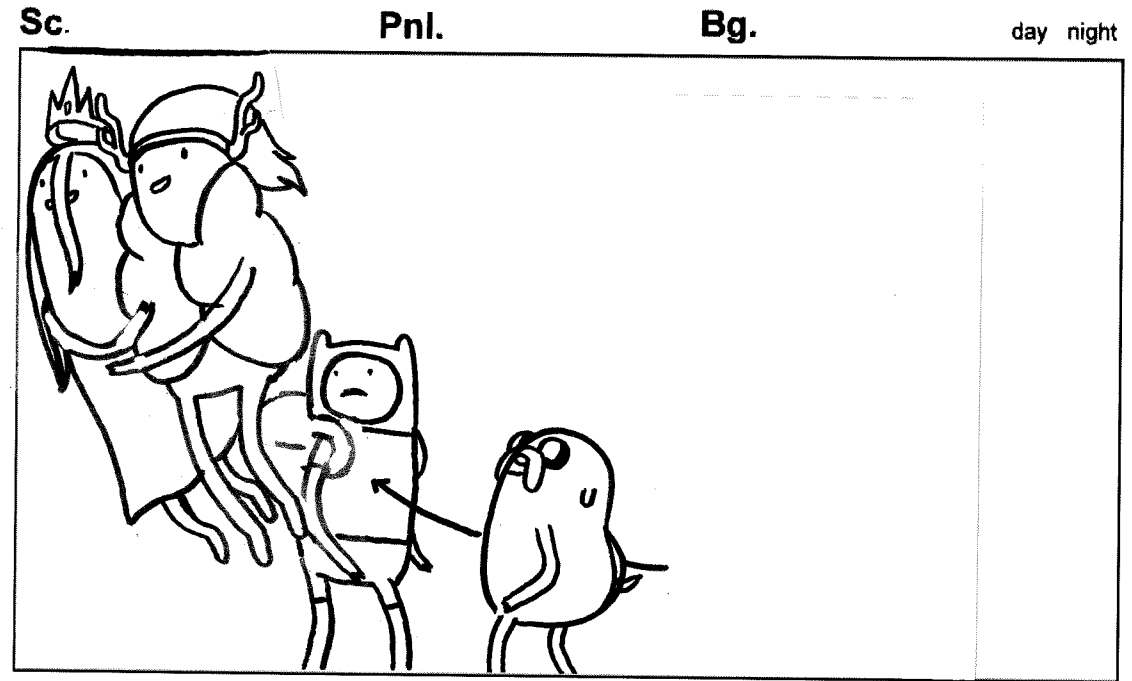
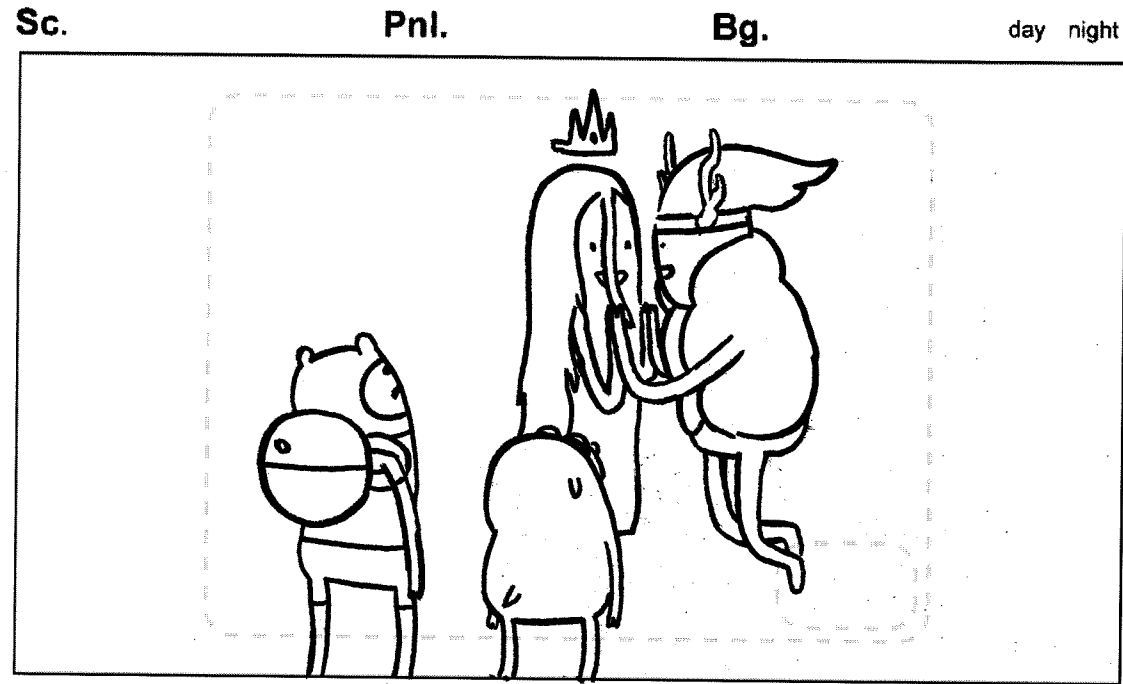


EPISODE # 100877  
Production :

# ADVENTURE TIME



Page 120



Dialog:	Clarence / let's go to my private mausoleum → where we can be private...
Action:	
Timing:	

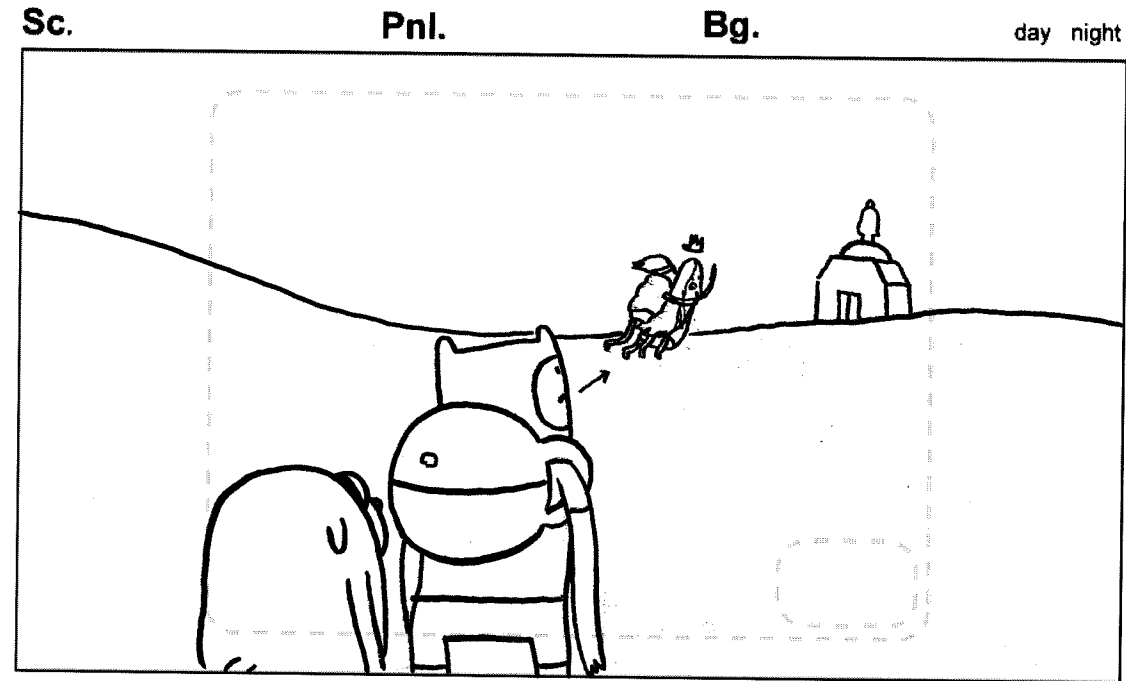
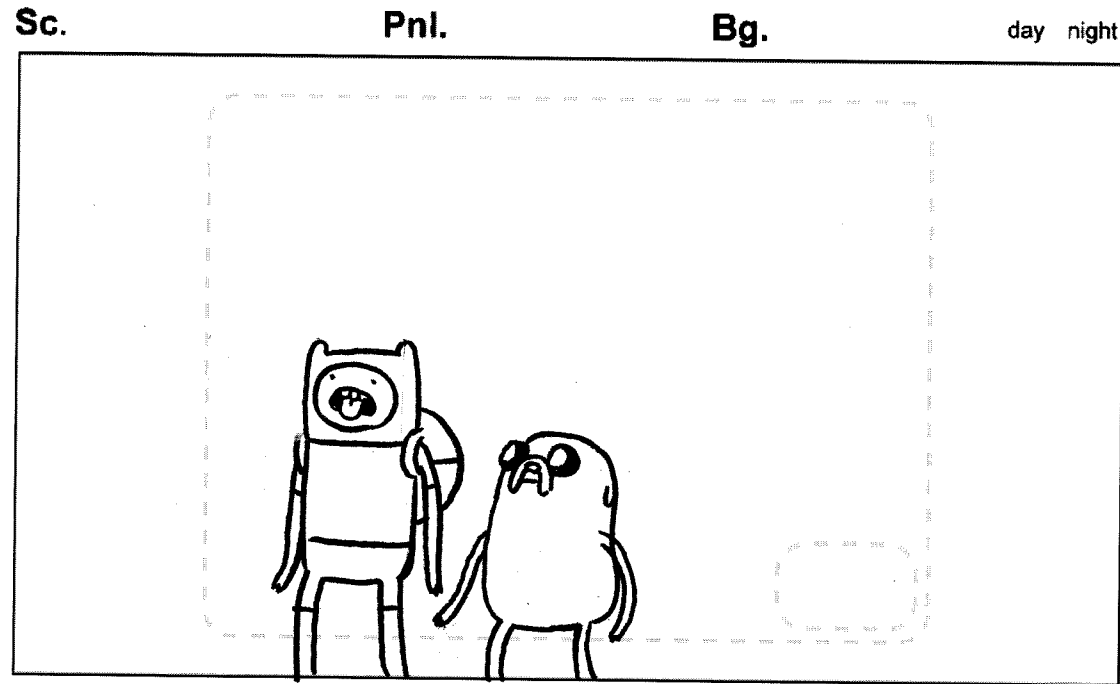
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 121

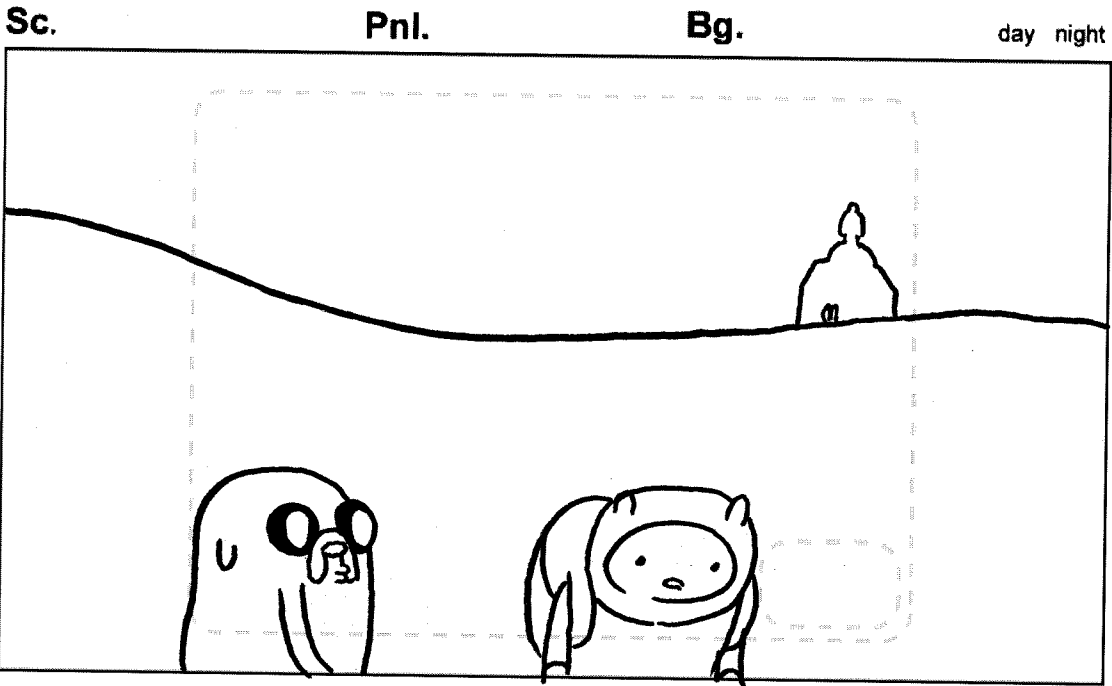
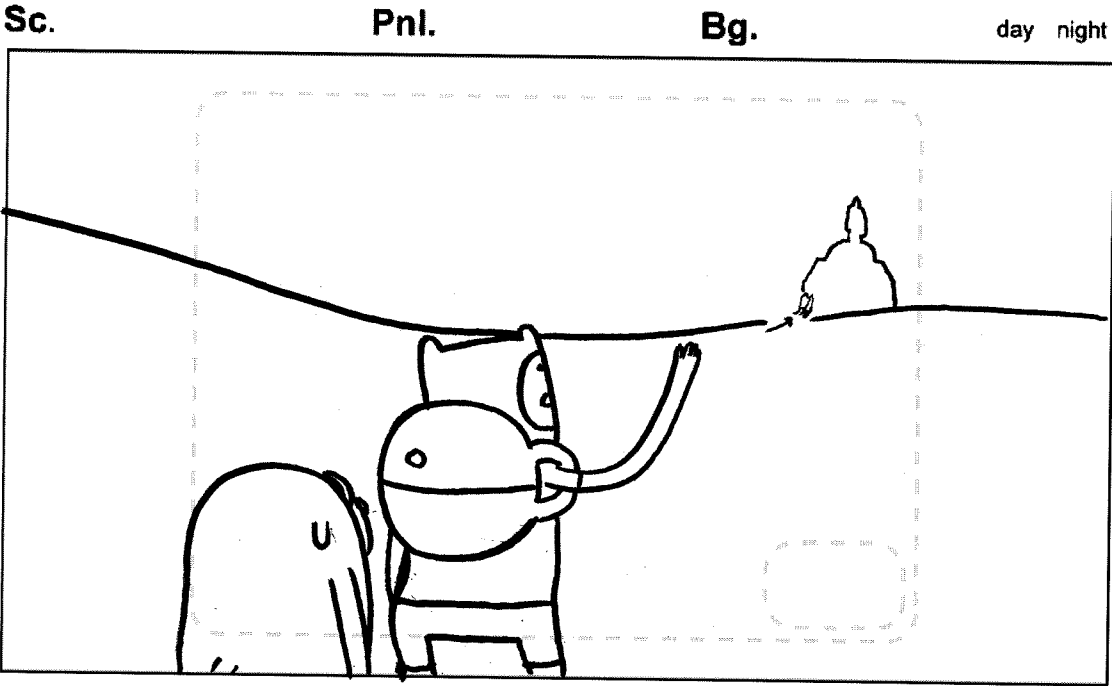


Dialog:	Finn / GWAKE	GP / Thanks for your help!
Action:		
Timing:		

EPISODE # 100877

Production :

# ADVENTURE TIME



Dialog: Finn/ A'ight.

Finn/ :sigh:

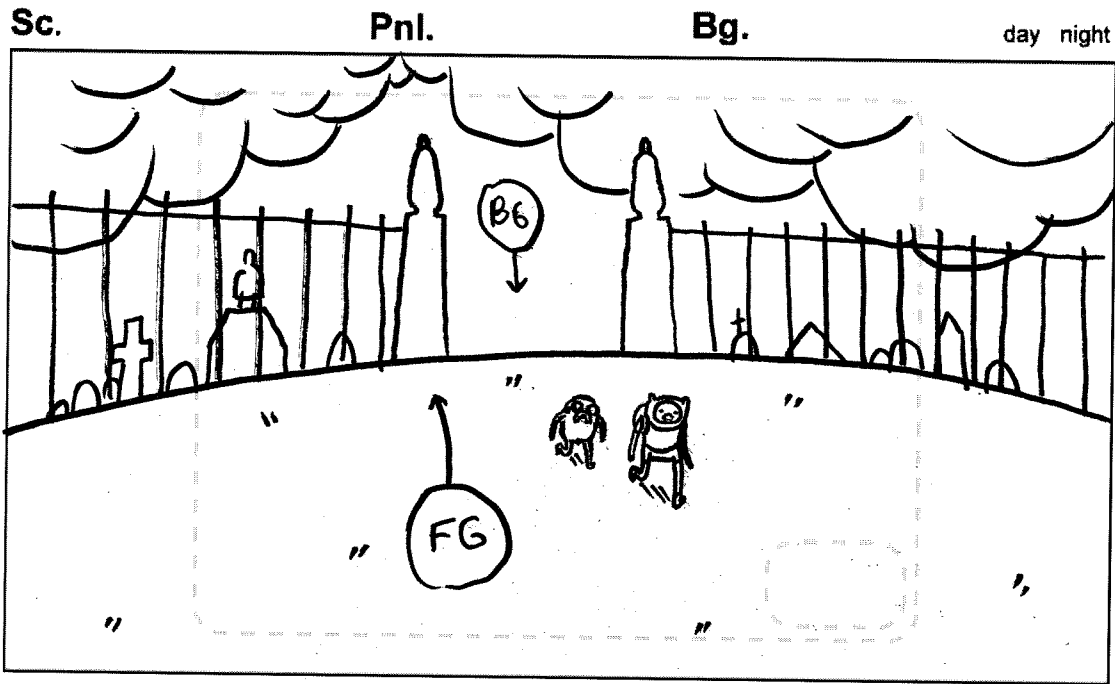
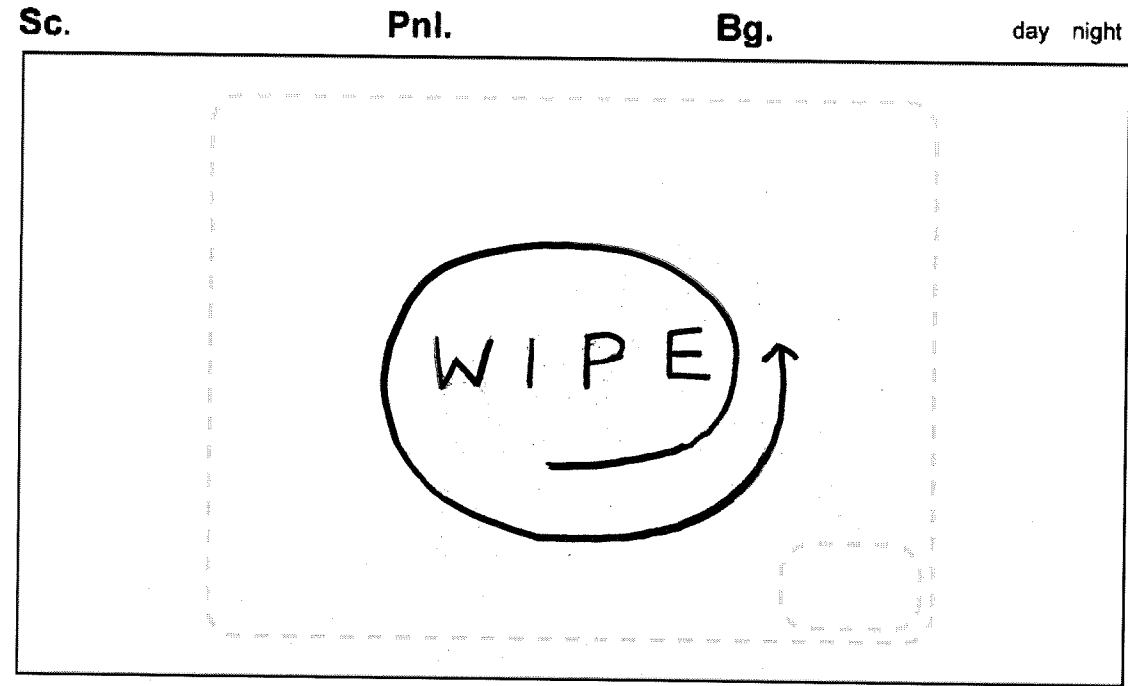
Action:

Timing:

EPISODE # 100877

Production :

# ADVENTURE TIME



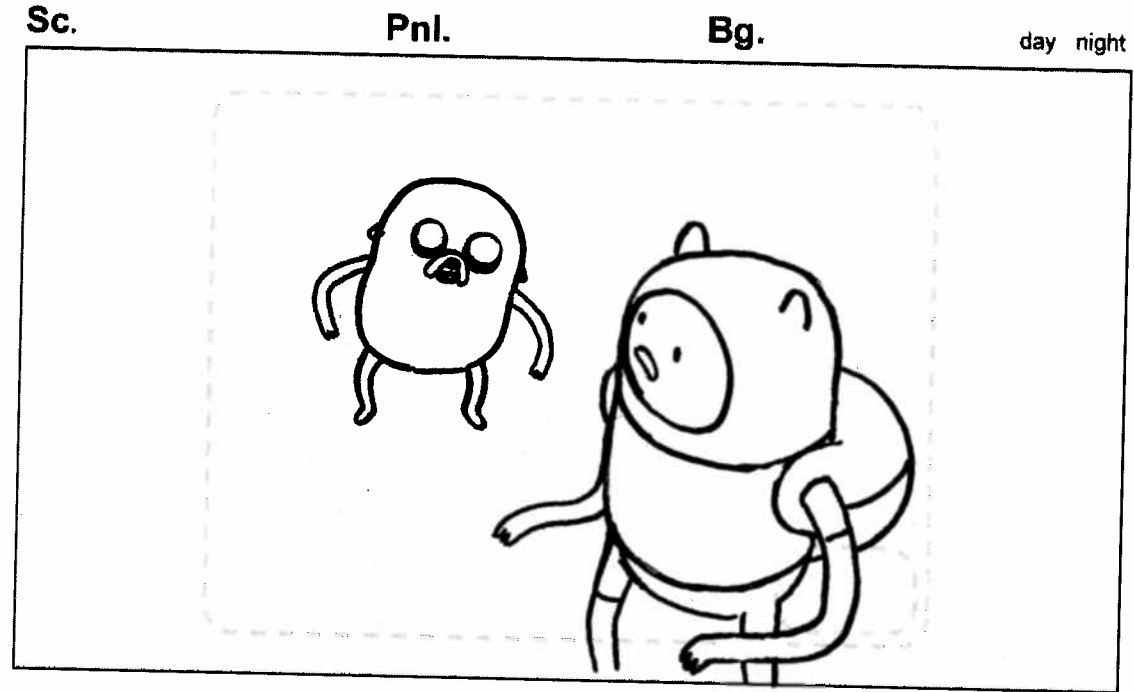
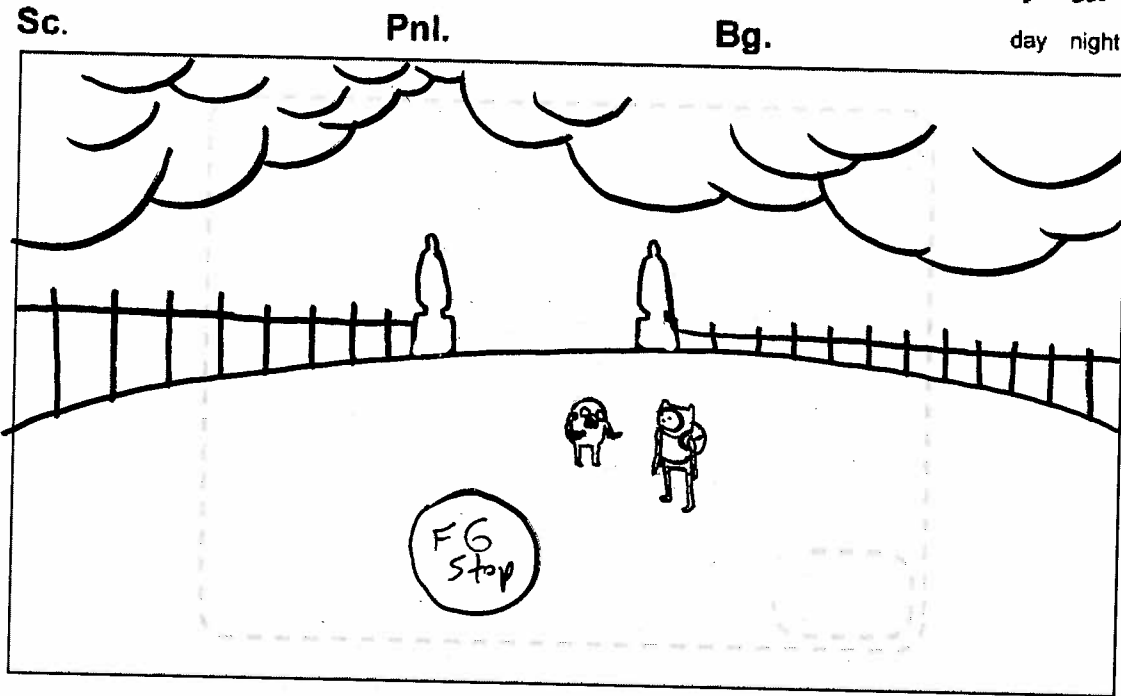
Dialog:	F / Aw man, I wanted to crack the case, yov know?
Action:	Foreground moving under F+J feet while BG is slowly lowering behind foreground level.
Timing:	



# ADVENTURE TIME



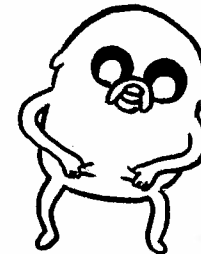
Page 124



Dialog: J/ Look on the bright side guy.

J/ we looted all this sweet  
grave booty!

Action:



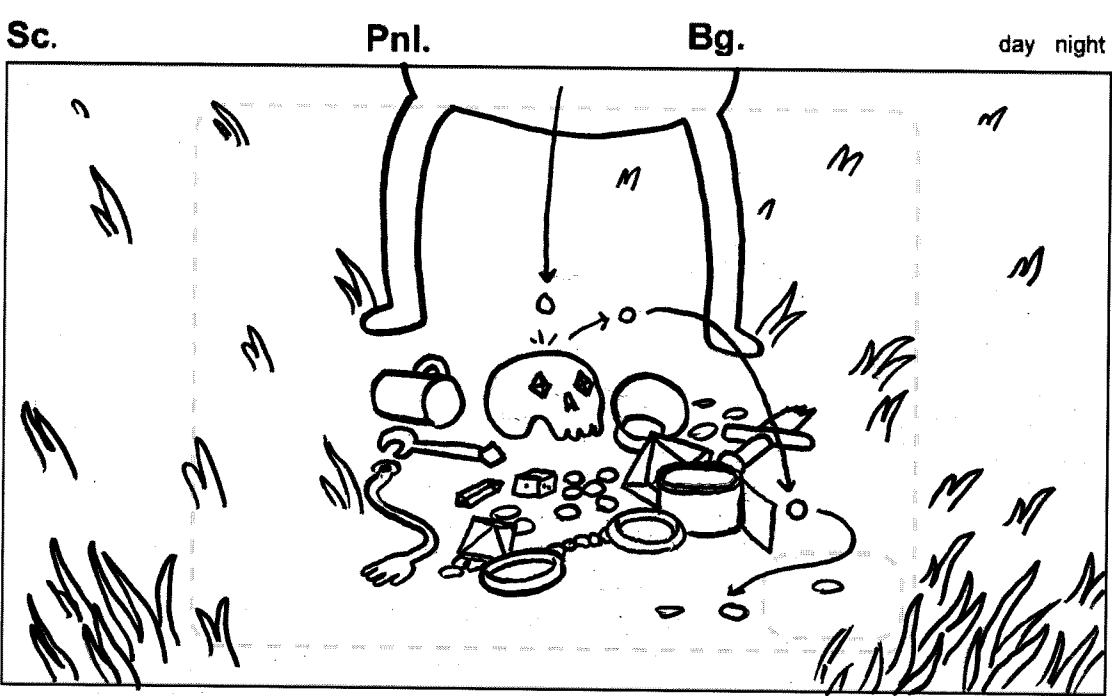
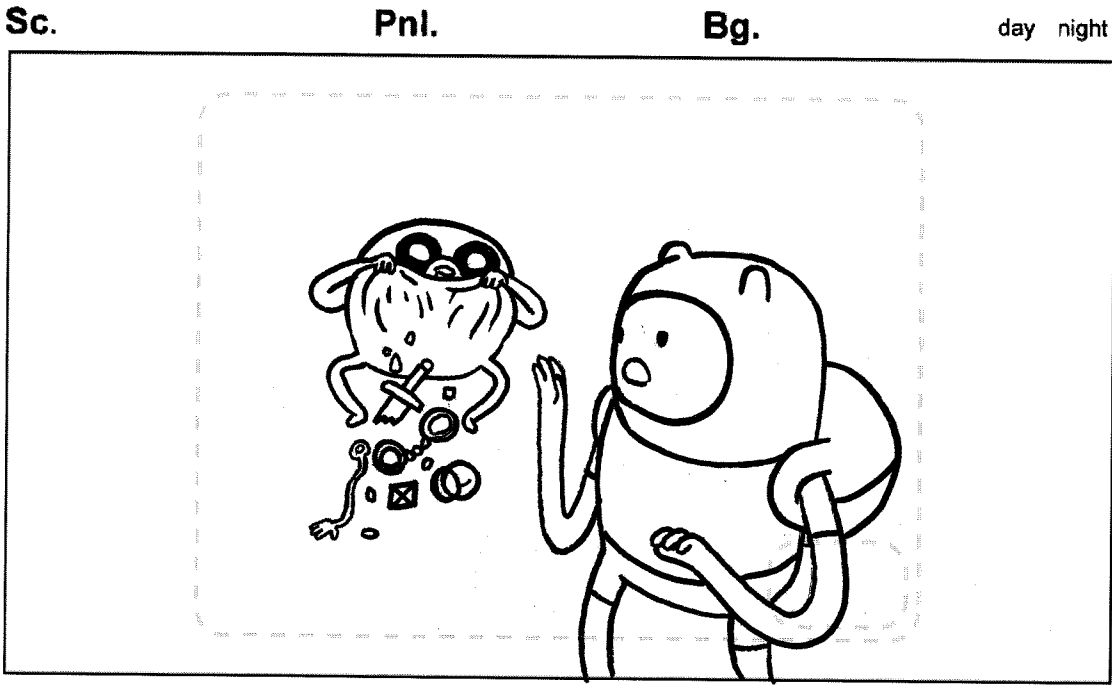
Timing:

EPISODE #100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog: J/ KA-CHING!

F/ Jake ! Yov looted ?!

Action:

Timing:

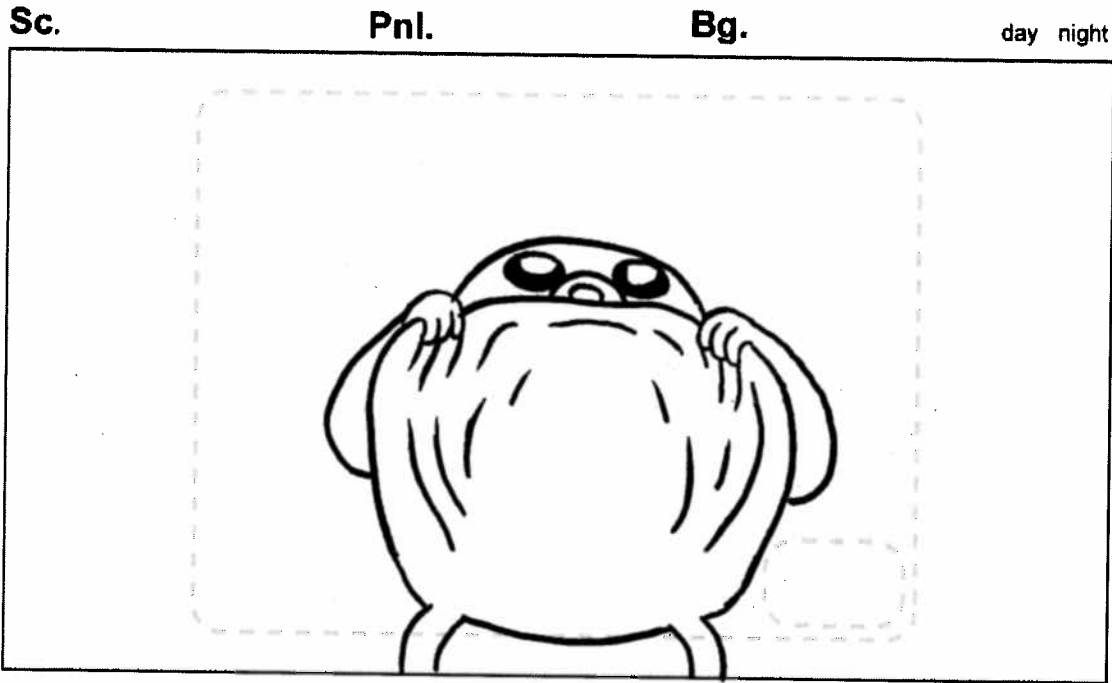
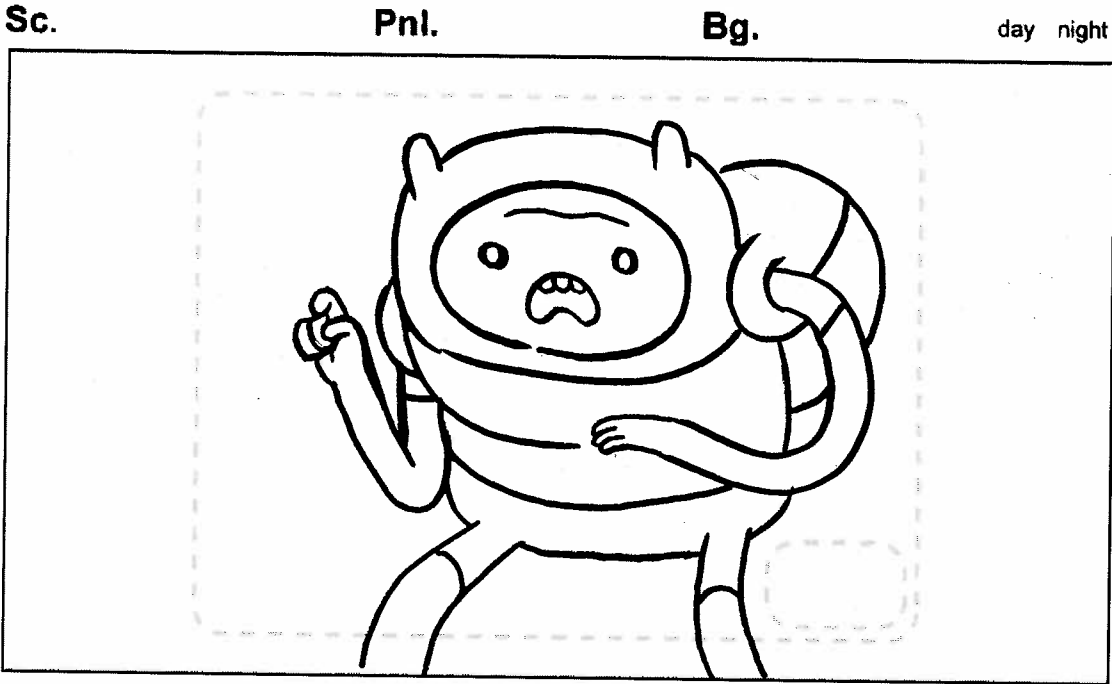
EPISODE # 100877

Production :



# ADVENTURE TIME

Page 126



Dialog: F/ That's bad man!

F/ you're supposed to be "good cop"!

Action:

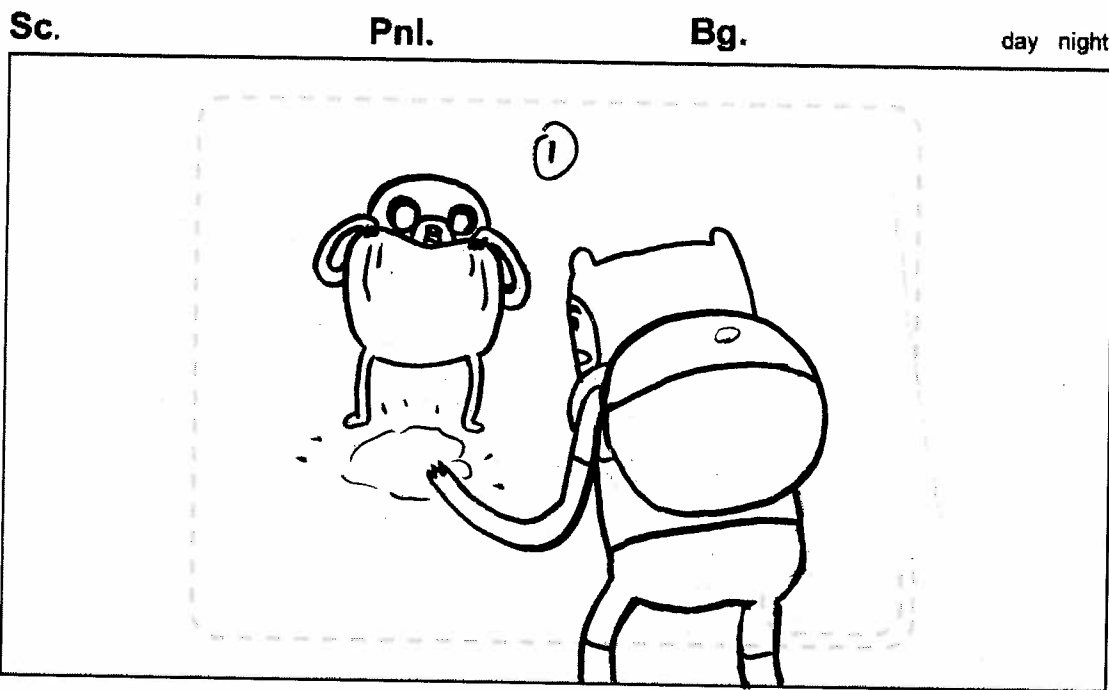
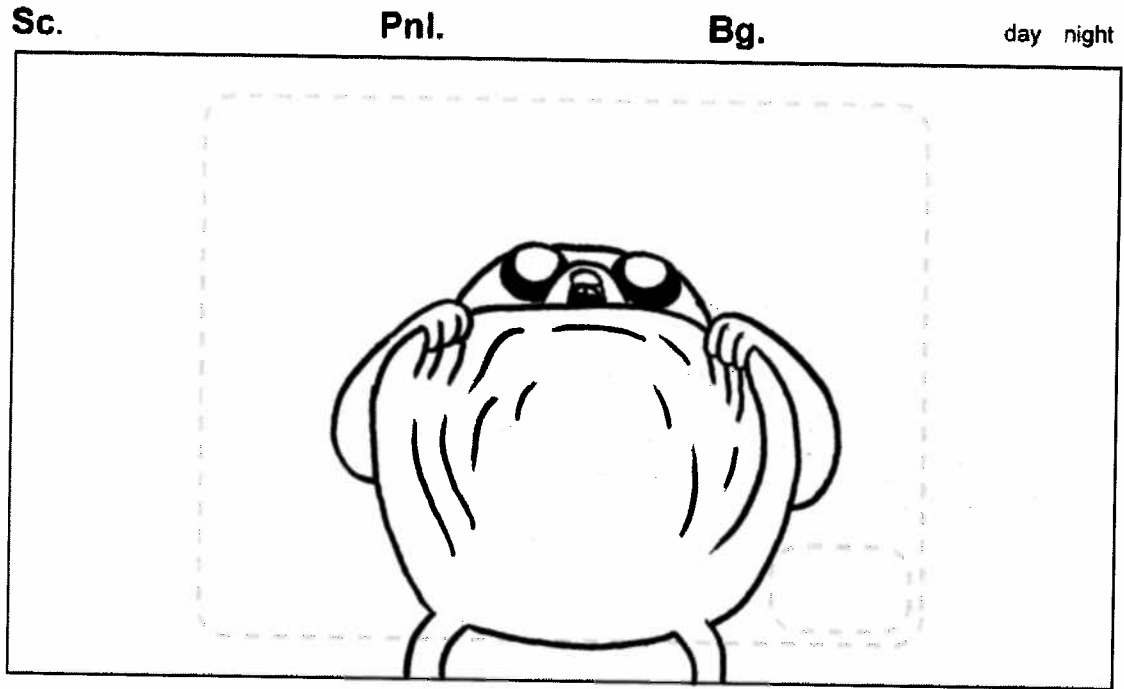
Timing:

EPISODE # 100877

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog: J / oops.

F / ① come on let's ② put all this stuff back.

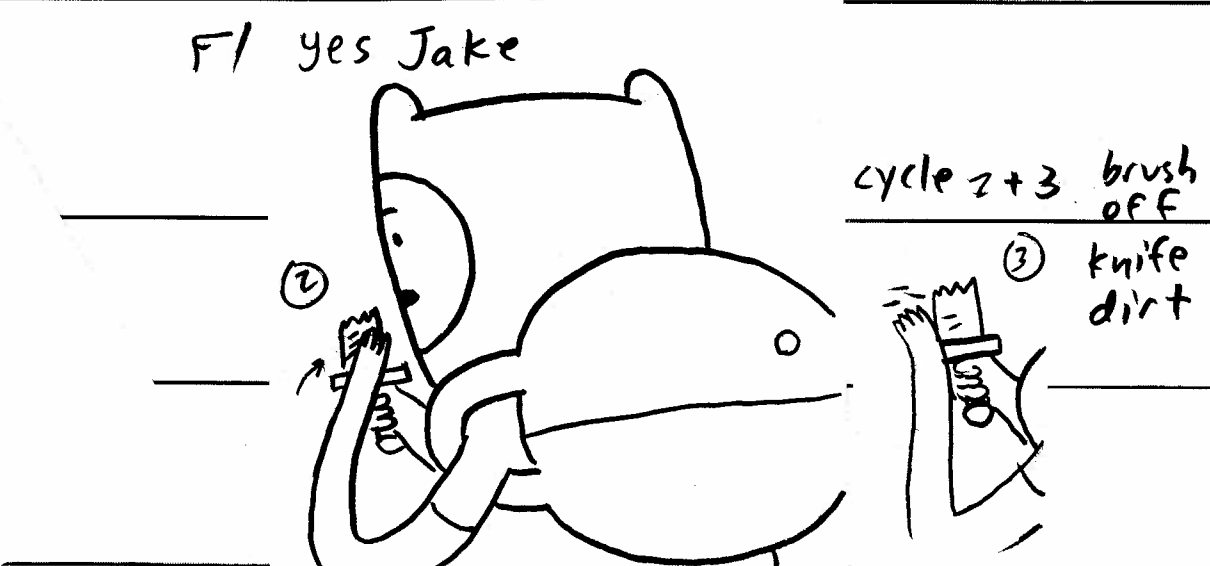
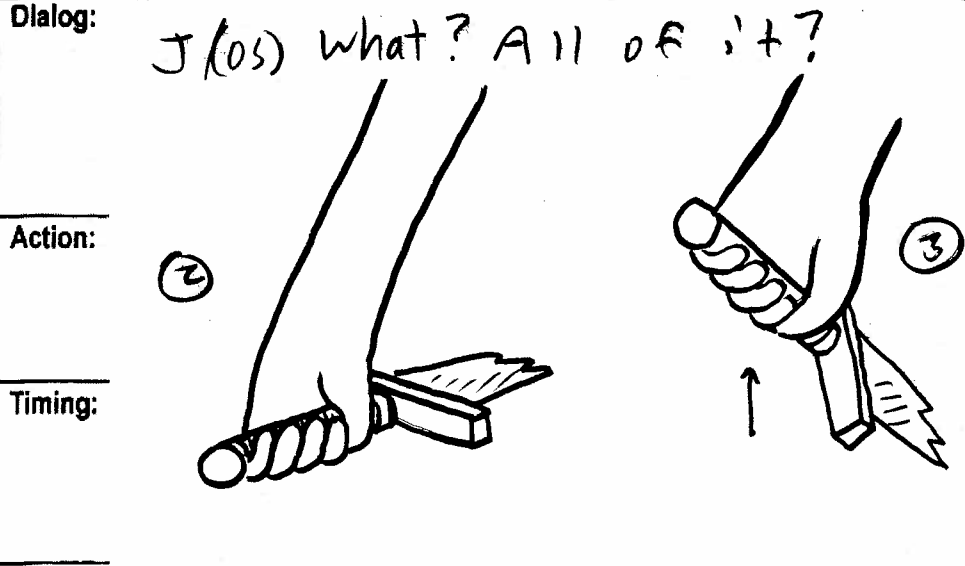
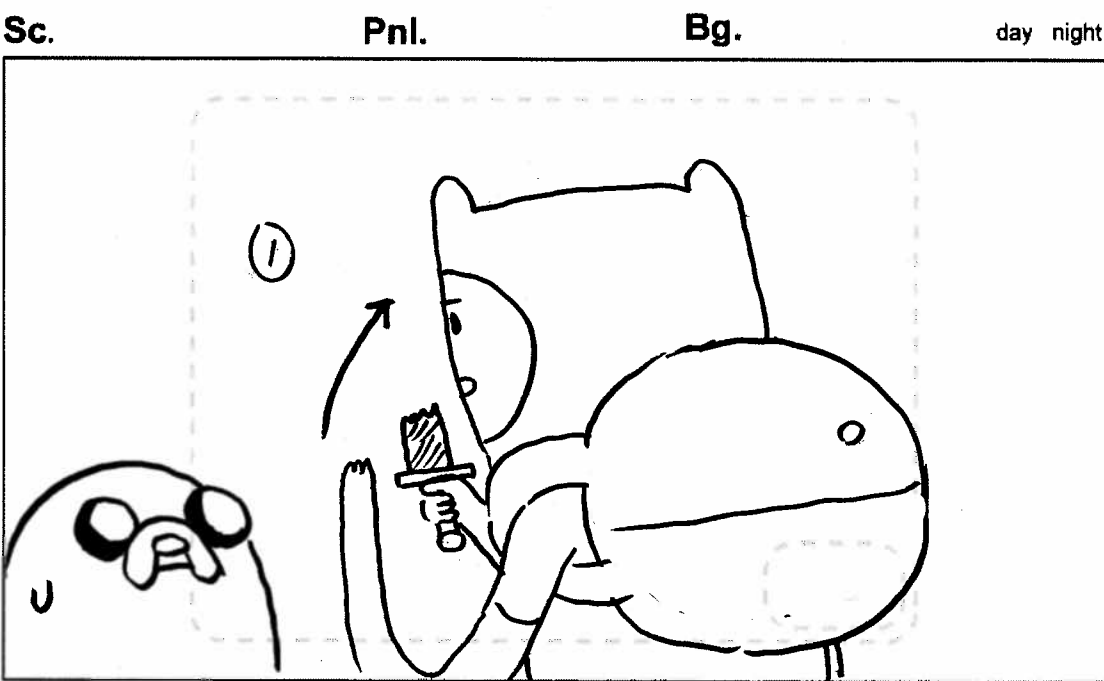
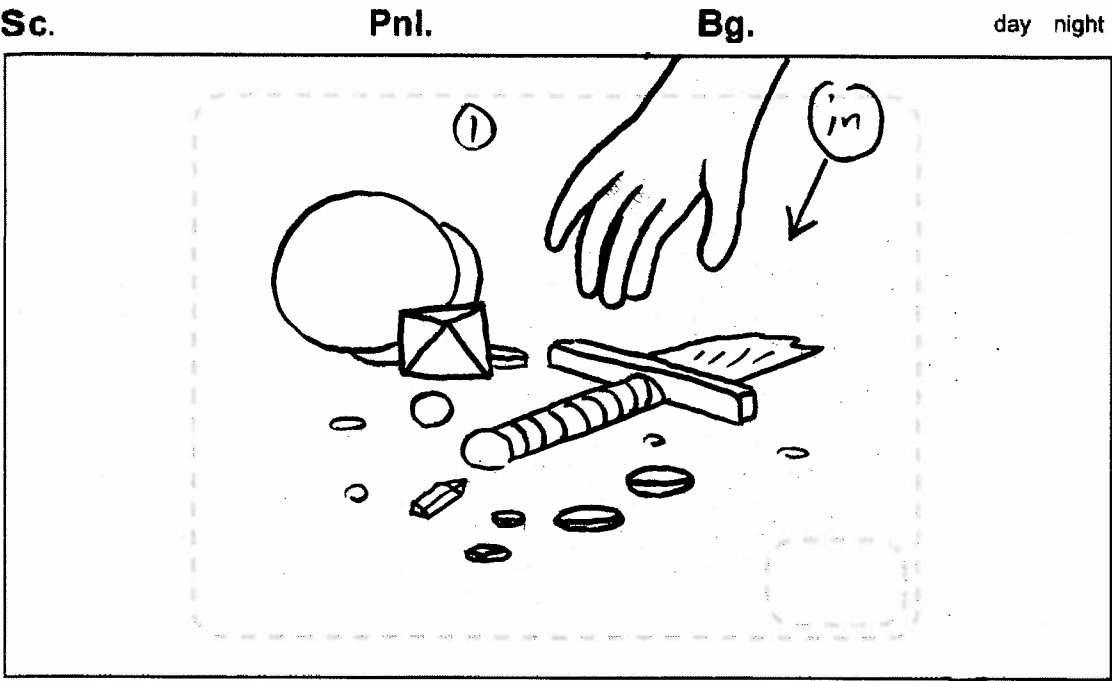
Action:

Timing:

EPISODE # 100877

Production :

# ADVENTURE TIME



EPISODE # 100877

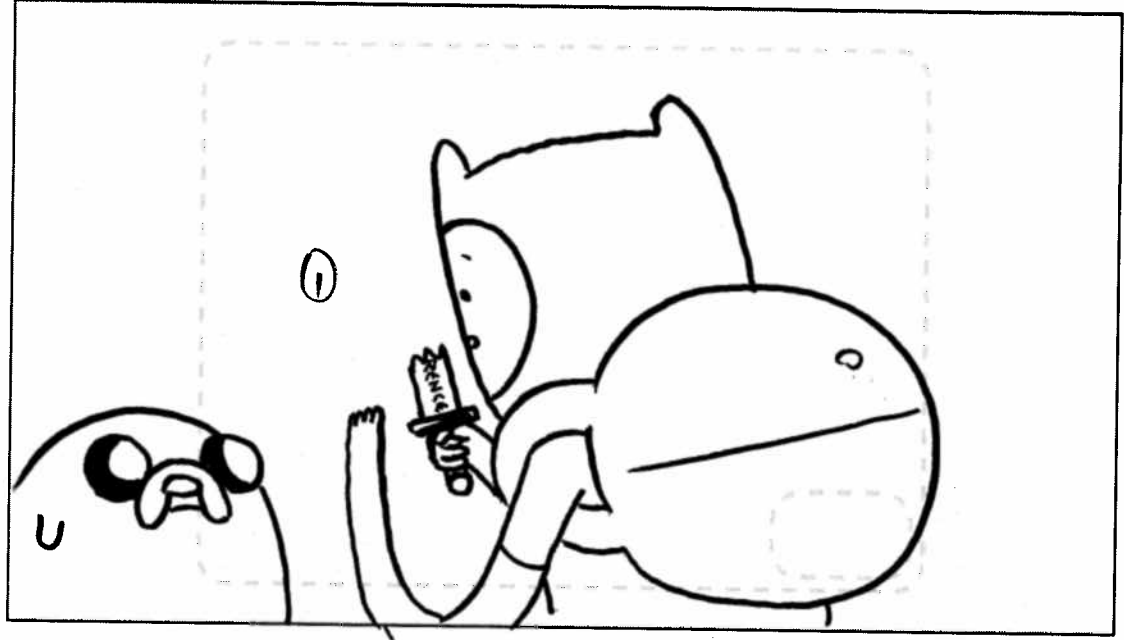
Production :

# ADVENTURE TIME



Page 129

Sc. Pnl. Bg. day night



Dialog: F/ ① Beat  
② hvh.

Action:

Timing:



Sc. Pnl. Bg. day night



F/ This dagger says  
"RENCE"

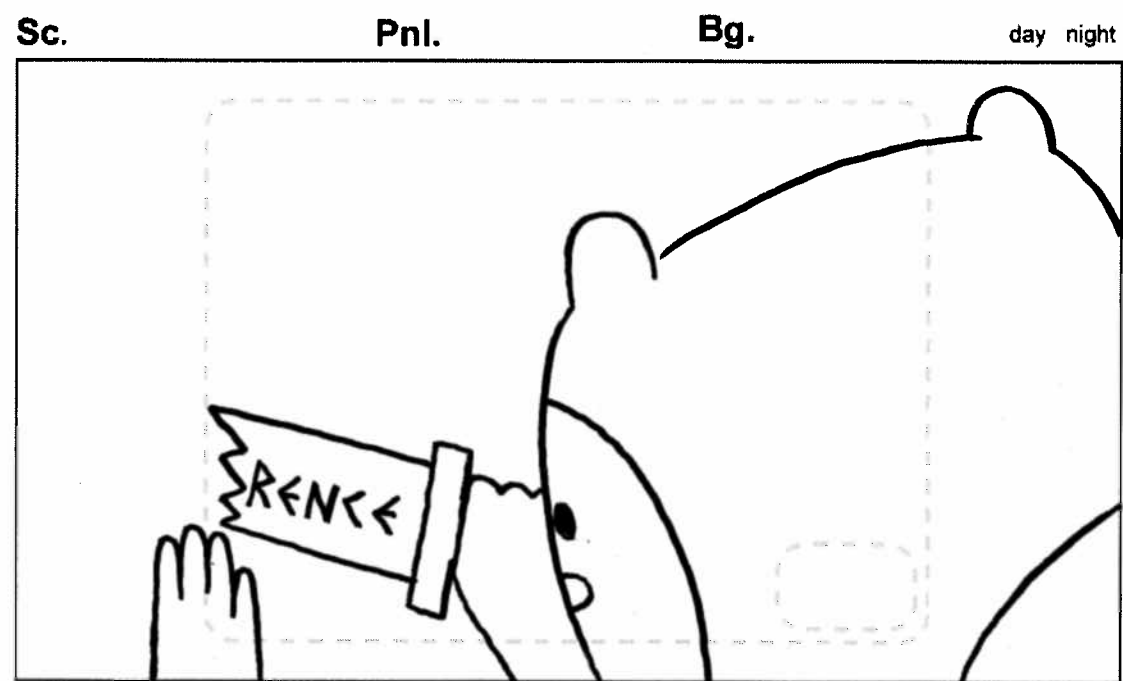
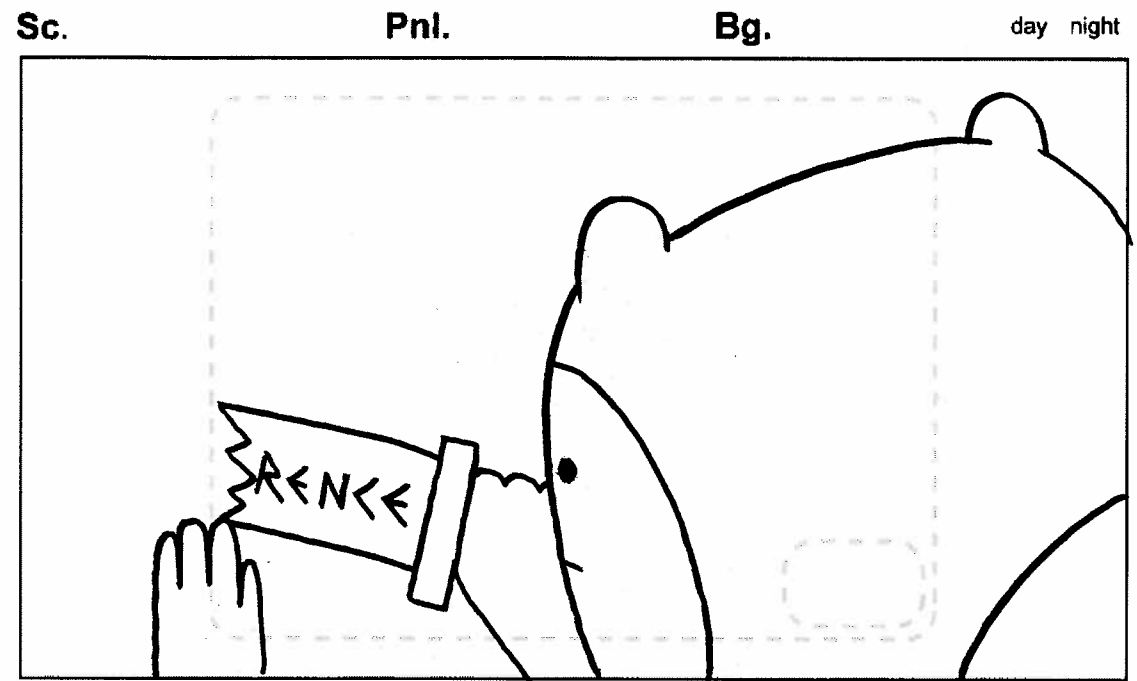
EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



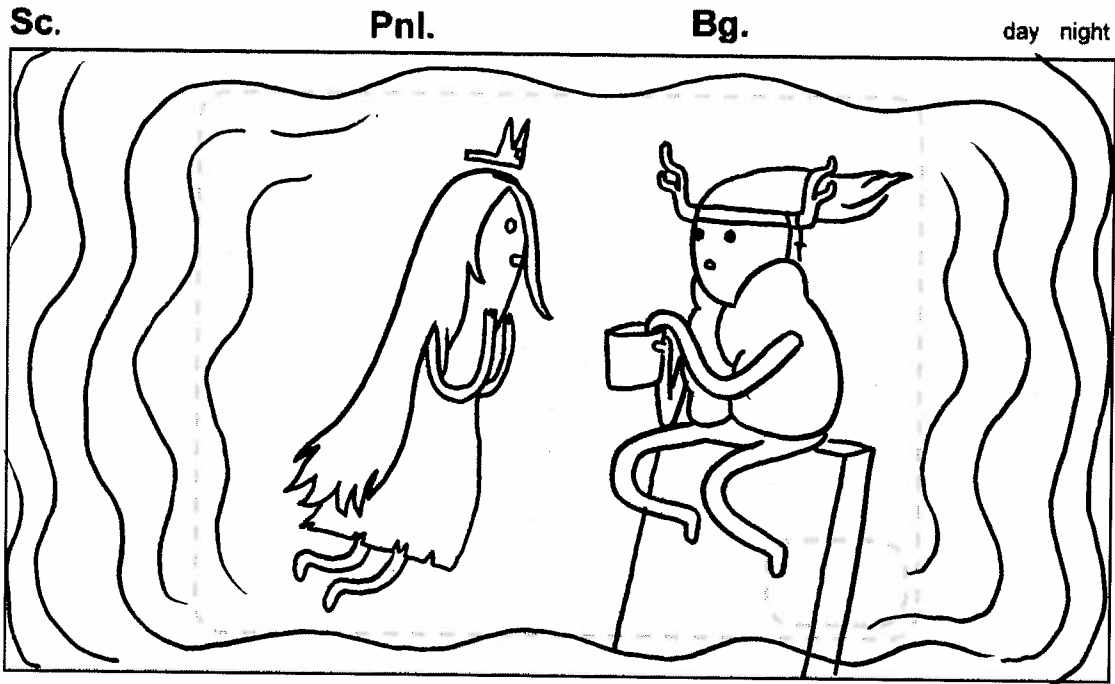
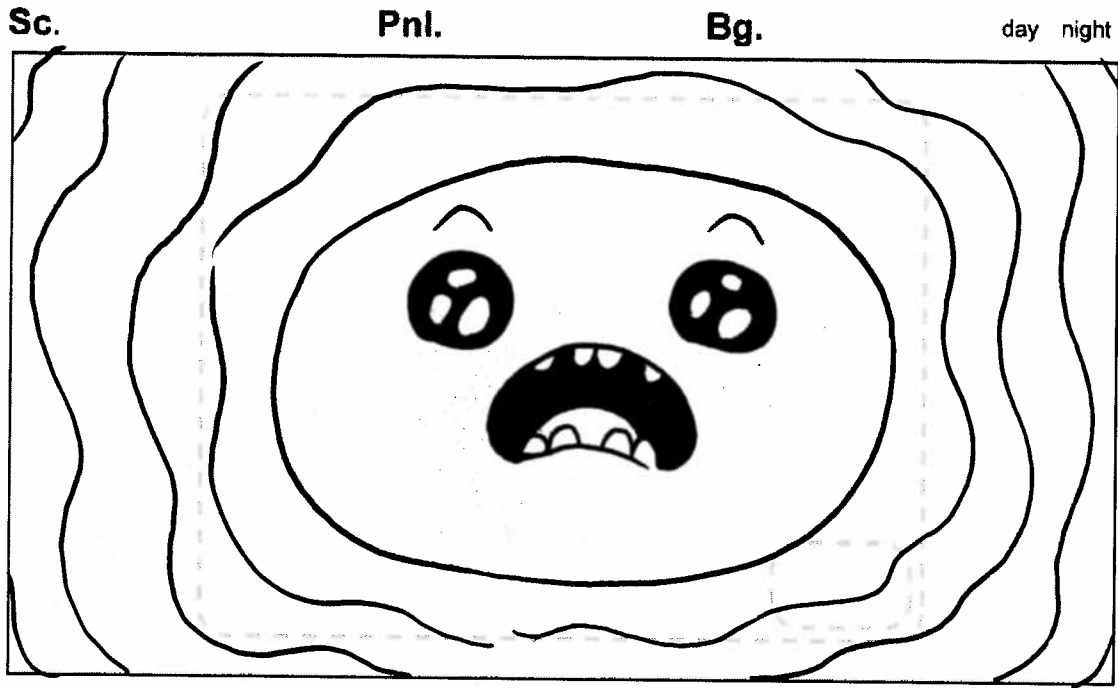
Dialog:	J(0s) what's that?	F/ I guess Dinglebag's real name was -
Action:		
Timing:		

EPISODE # 100877

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

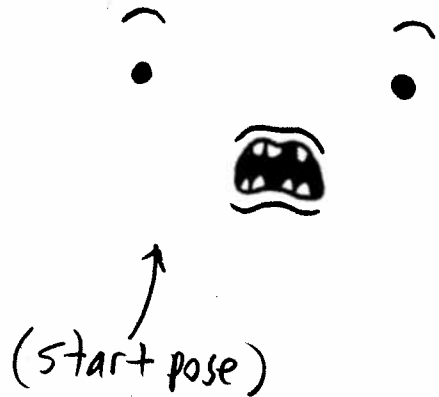
# ADVENTURE TIME



Dialog: F / "REEENCCEE" !

Action: finn's eyes go wide  
flash back waves

Timing:



GP / h-have we met before?

(flashback)

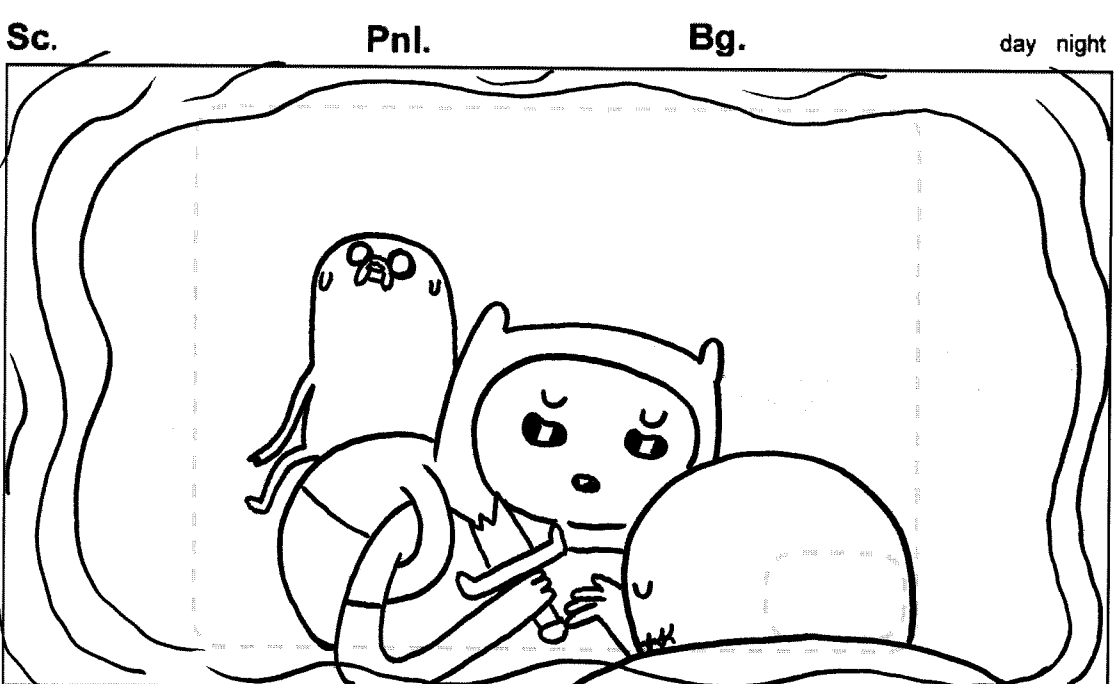
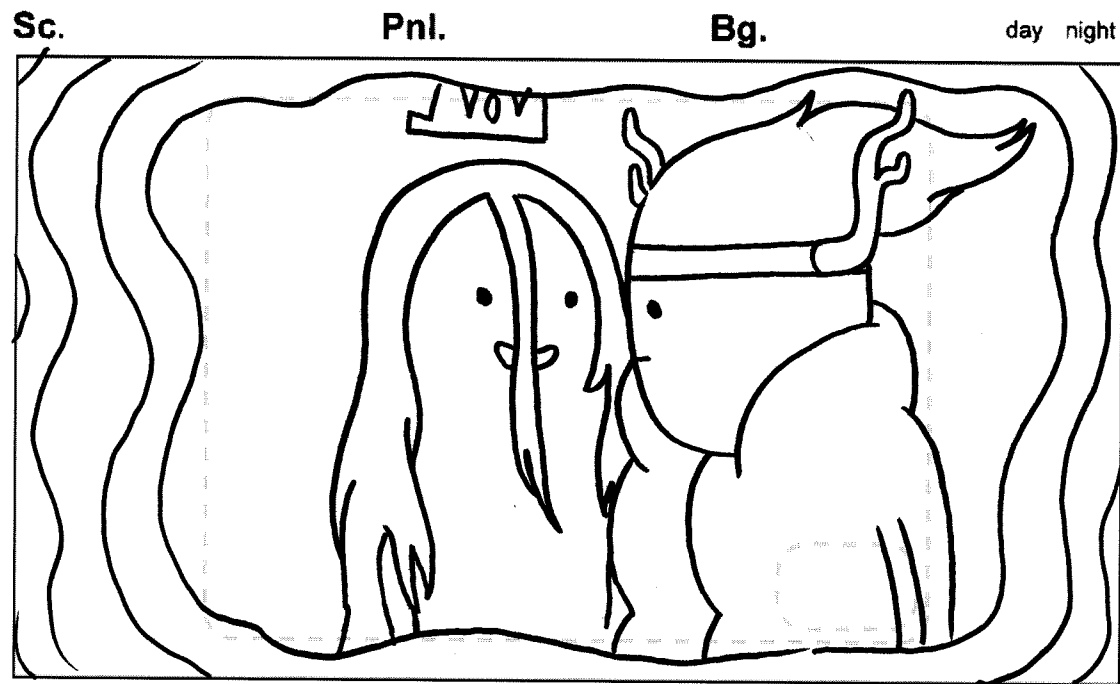
EPISODE # 100877

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

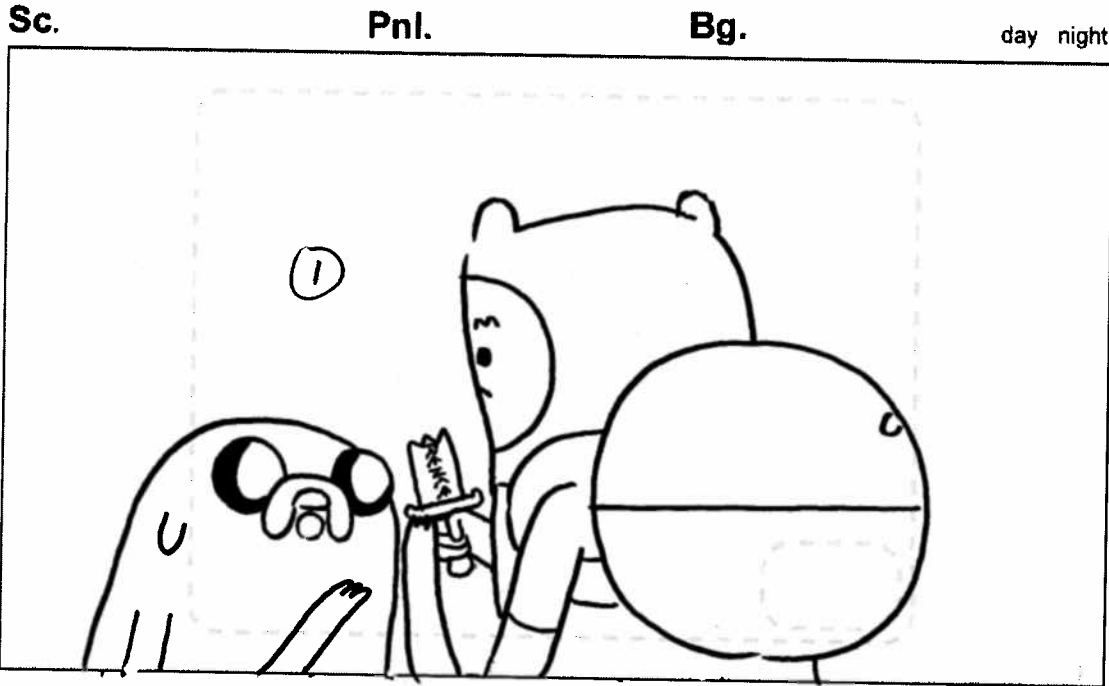
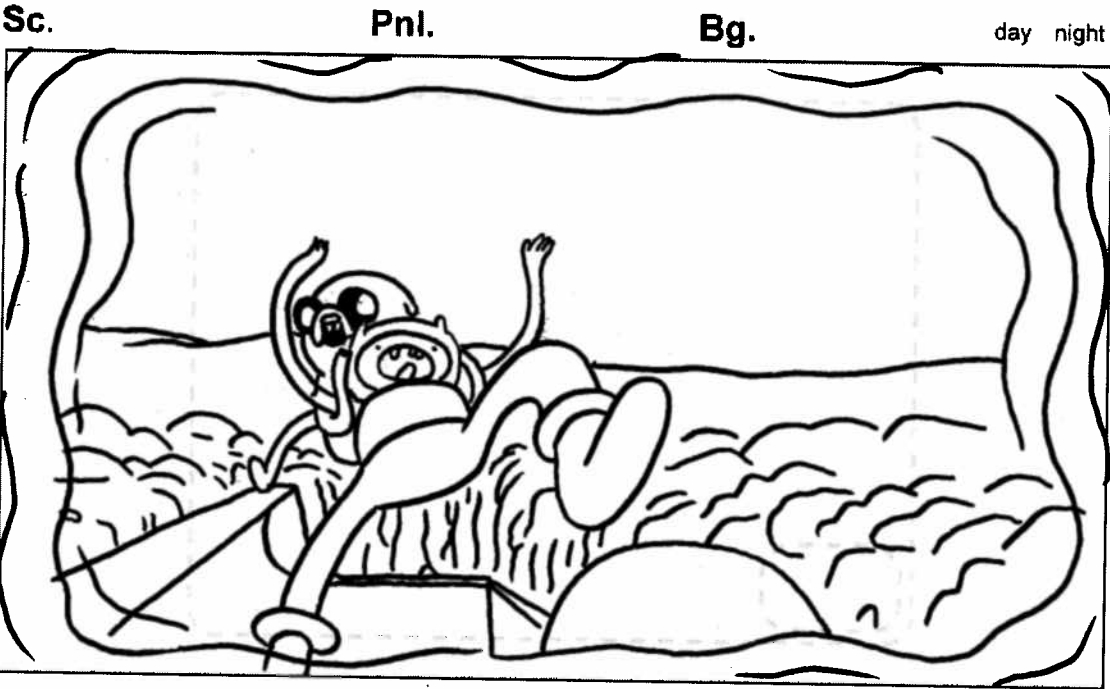


Dialog:	GP/ It's hard to explain, but it's like we already know each other.	F/ Is this your knife, bro? (low scary voice)
Action:		
Timing:		

EPISODE # 100877

Production :

# ADVENTURE TIME

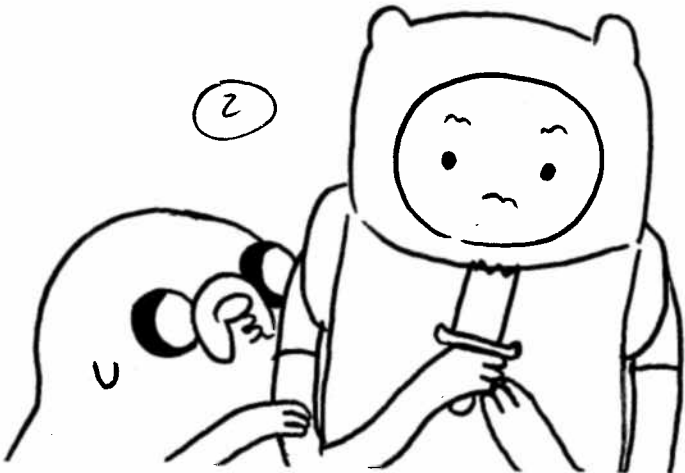


Dialog: Jake/ his ghost isn't home !

J/What is (2) it dude?

Action:

Timing:



EPISODE #100877

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	(beat)	Finn / we gotta dig up the princess !
Action:		
Timing:		

Production :  
EPISODE # 100877

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

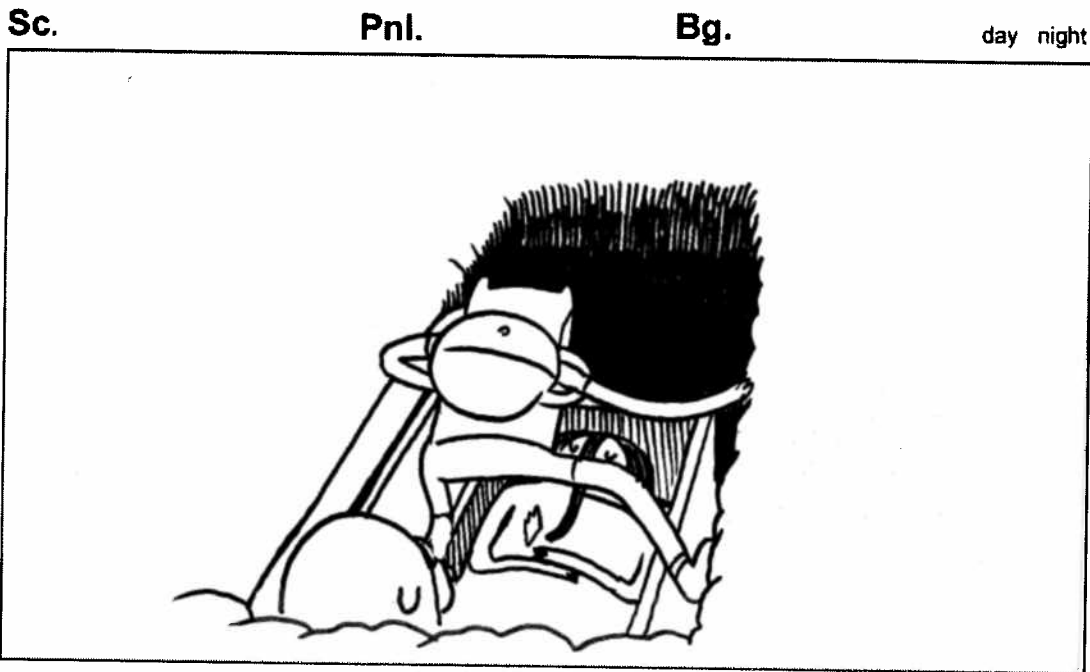
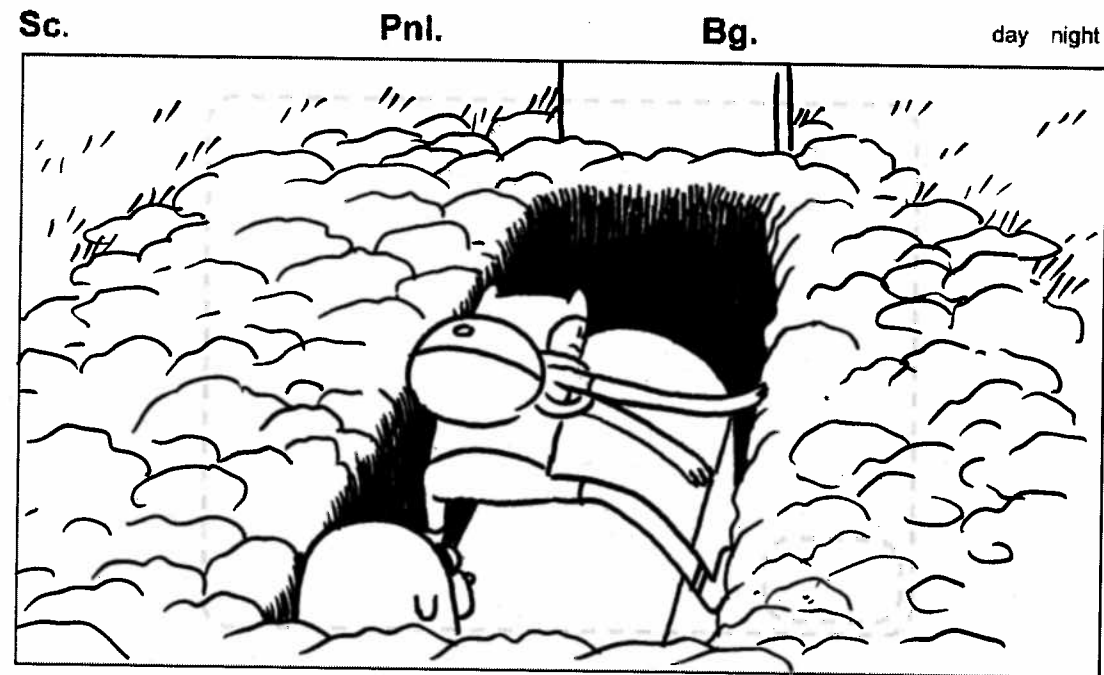
Dialog:	F/ uhn! vhn! uhn! vhn!	
Action:	cycle ①② digging up Gr's grave	
Timing:		

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:	
Action:	
Timing:	

Fl uhng!

EPISODE # 100877  
Production :

# ADVENTURE TIME

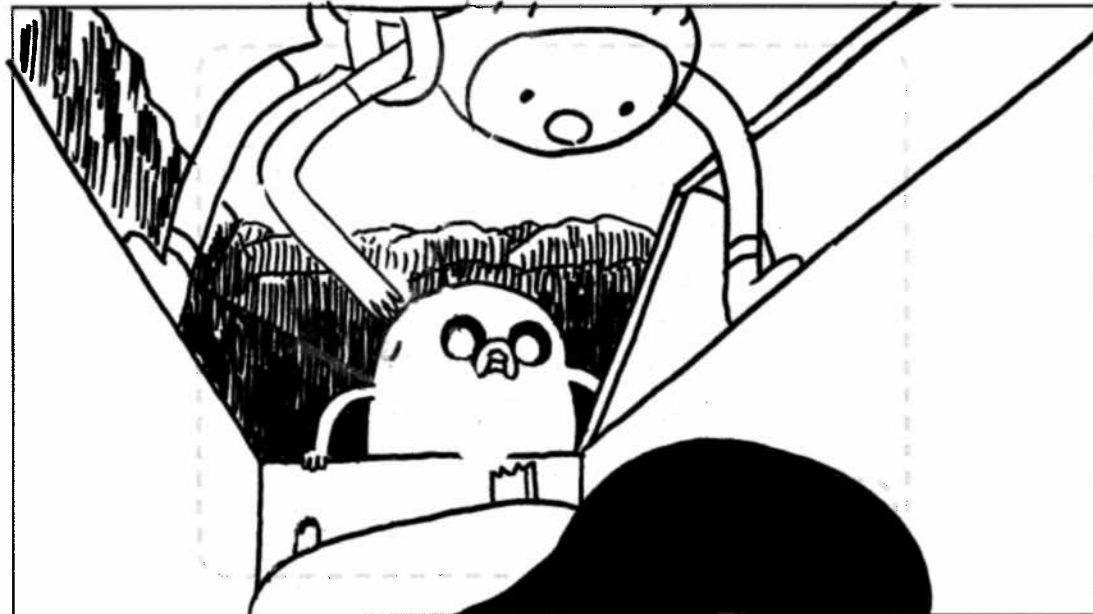


Page 137

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night

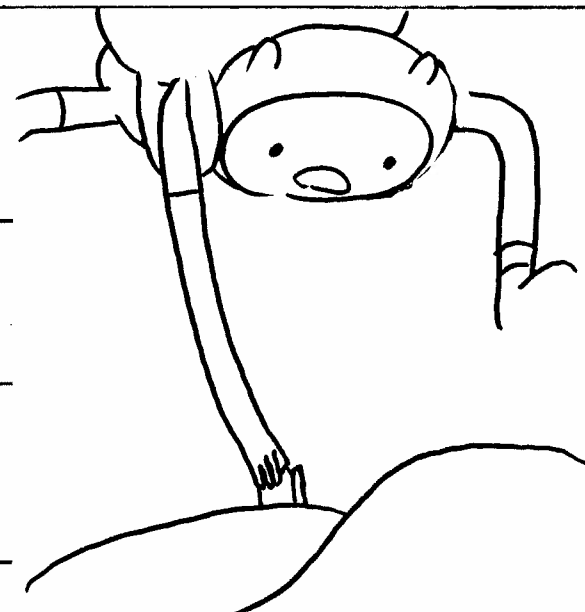


Dialog: F / LOOK!

F / Sorry!

Action: finn reaches for knife shard

Timing:



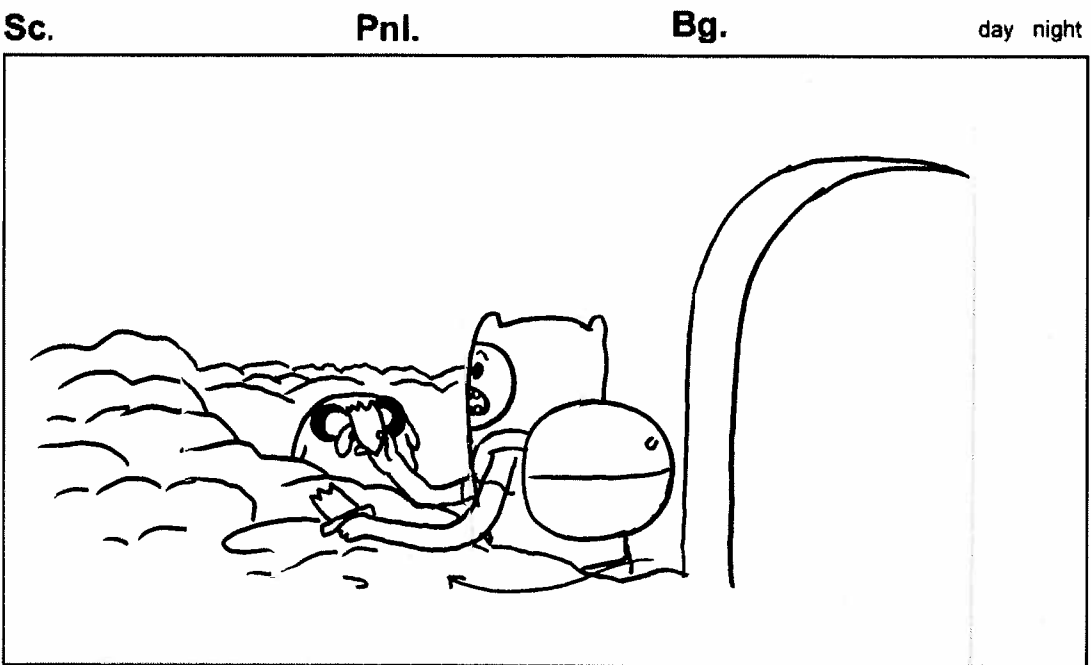
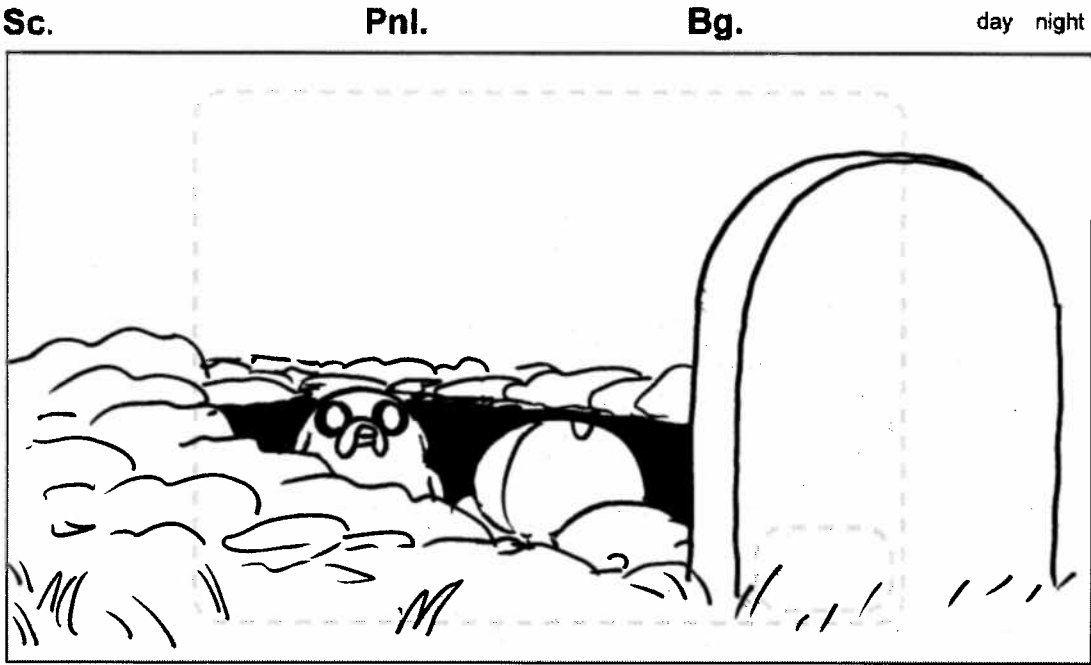
EPISODE # 100877

Production :

ADVENTURE TIME



Page 138



Dialog:		F/ LOOK IT!
Action:		
Timing:		

EPISODE # 100877

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: F/ ① "CLA" ② "RENCE"!  
① "CLA" ② "RENCE"!  
(FASTER) CLARENCE CLARENCE CLARENCE  
① ② ① ② ① ②

Action:

Timing:

F/ CLARENCE was  
"some Dinglebag"!

EPISODE # 100877

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 140

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	J / "some Dinglebag" Ski-bopped Ghost Princess!!	F+J / CLARENCE IS THE MOIDERER!!!
Action:		
Timing:		

EPISODE # 100877

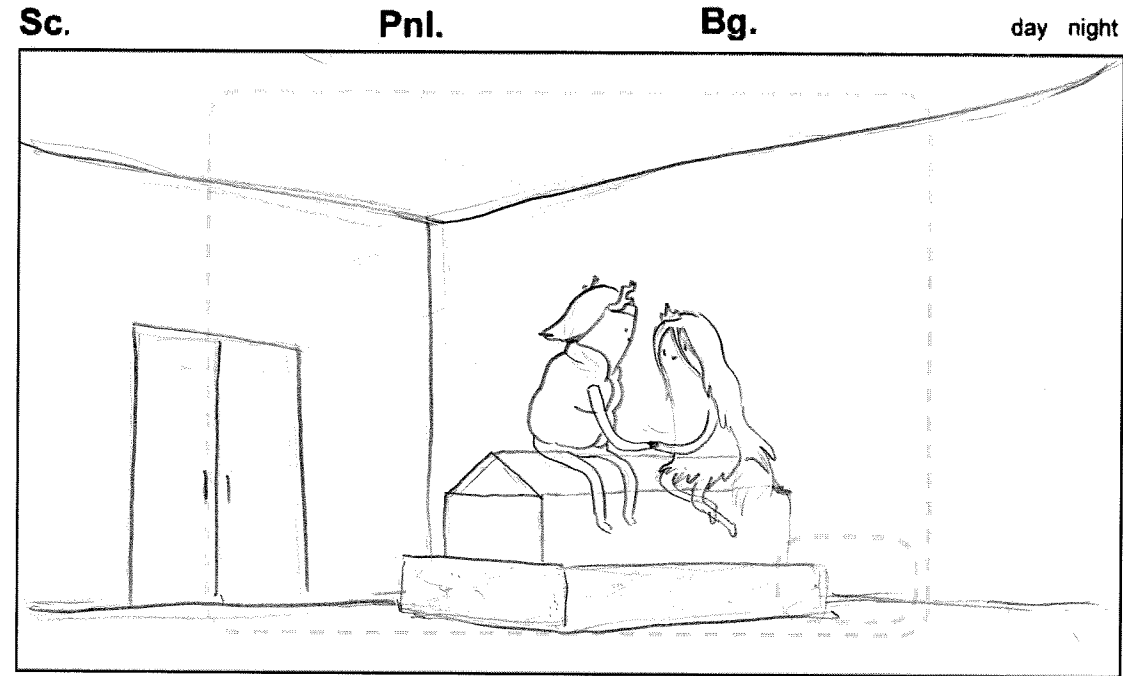
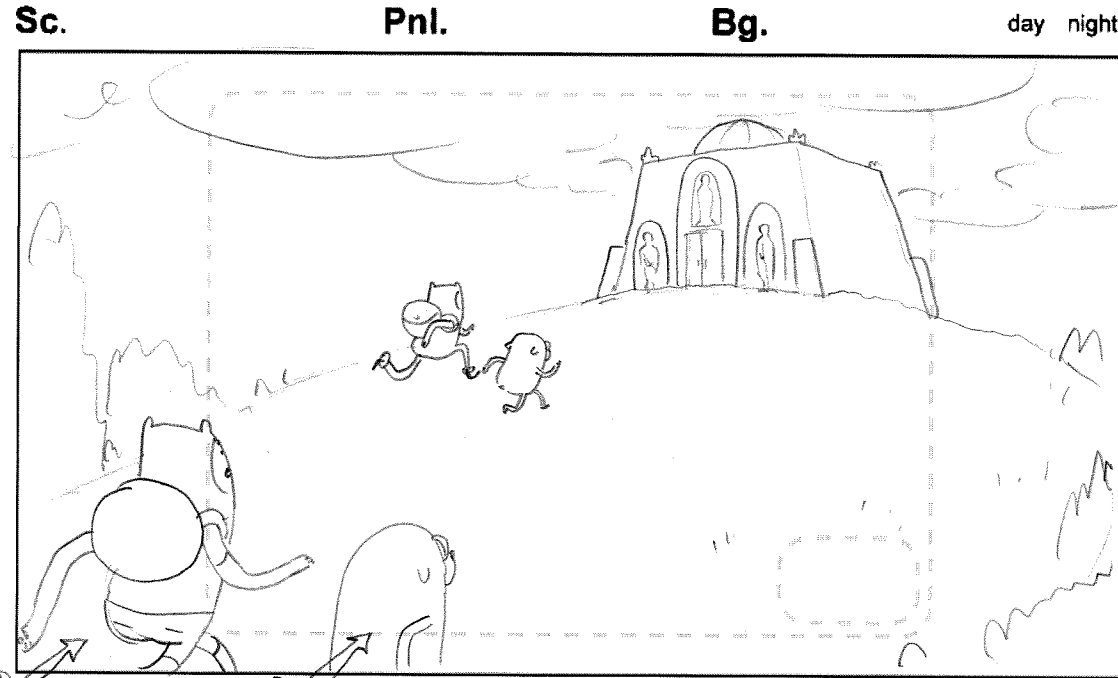
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 141



Dialog:
Action:
Timing:

EPISODE # 100877  
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

note - they don't kiss - !  
(But ALMOST)

EPISODE # 100877

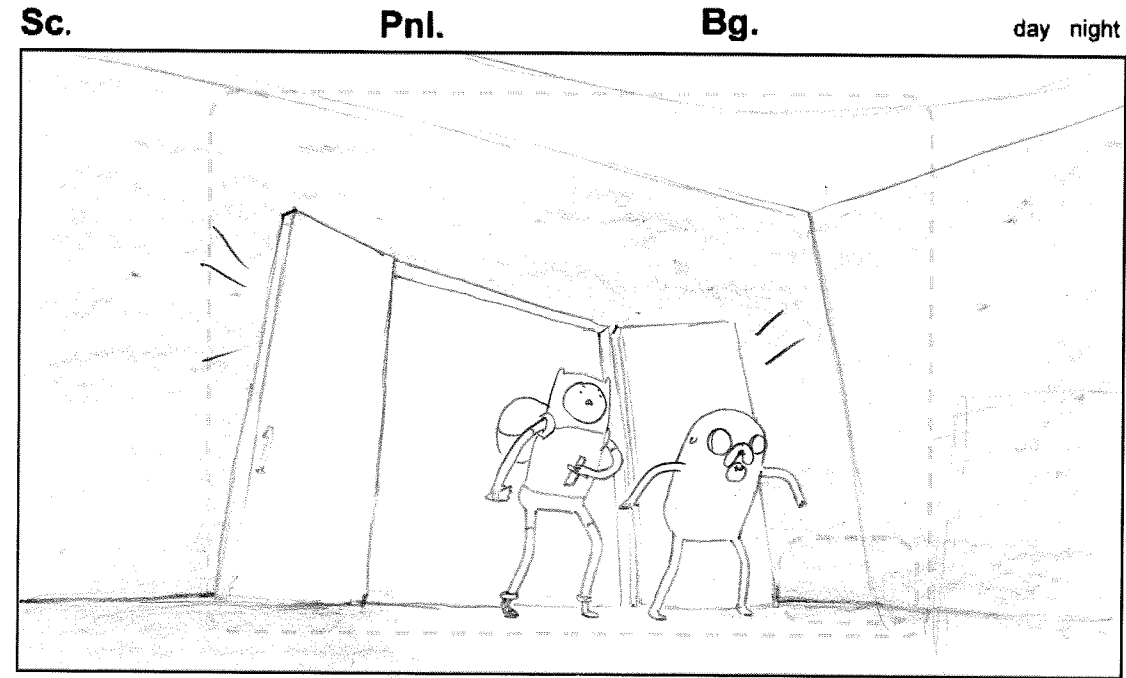
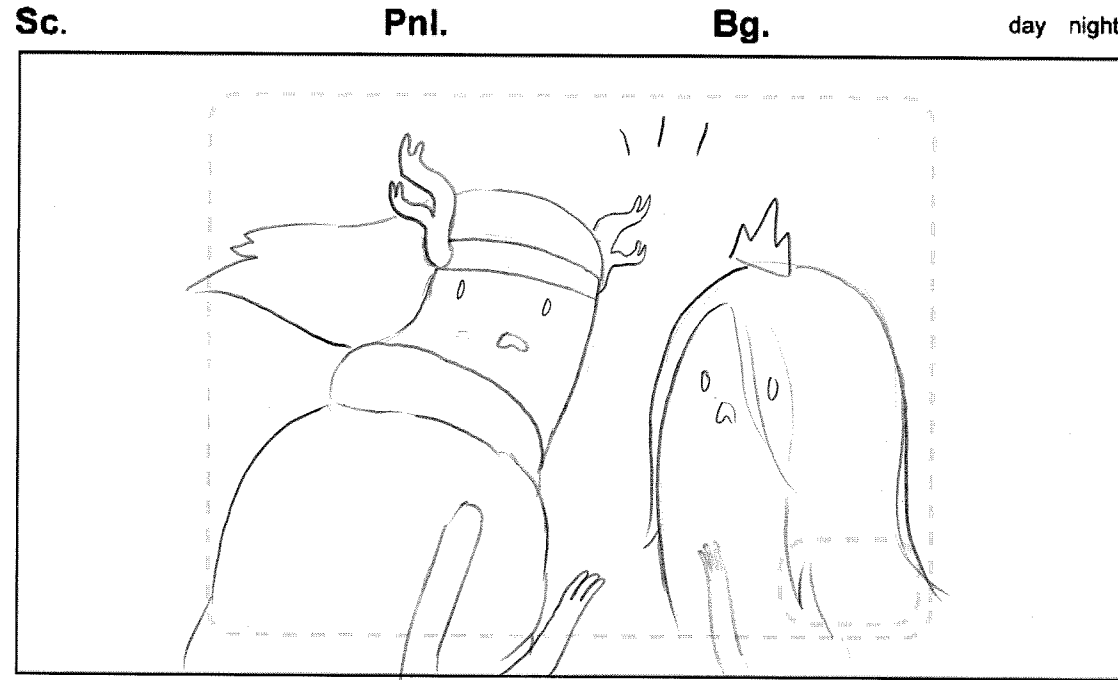
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 143

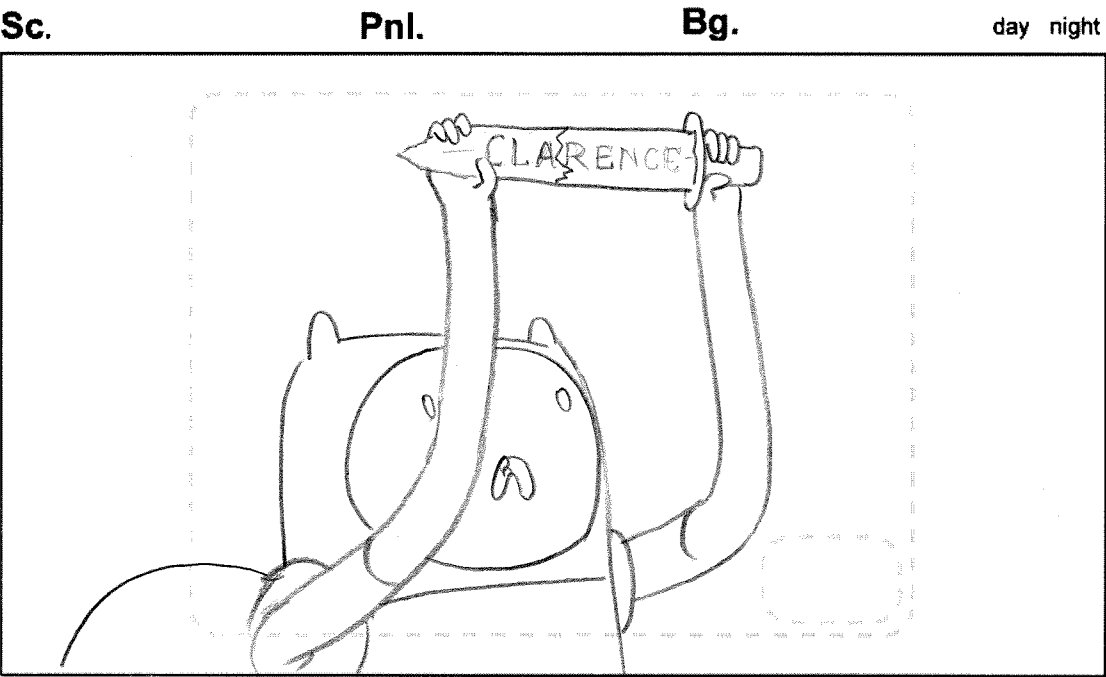
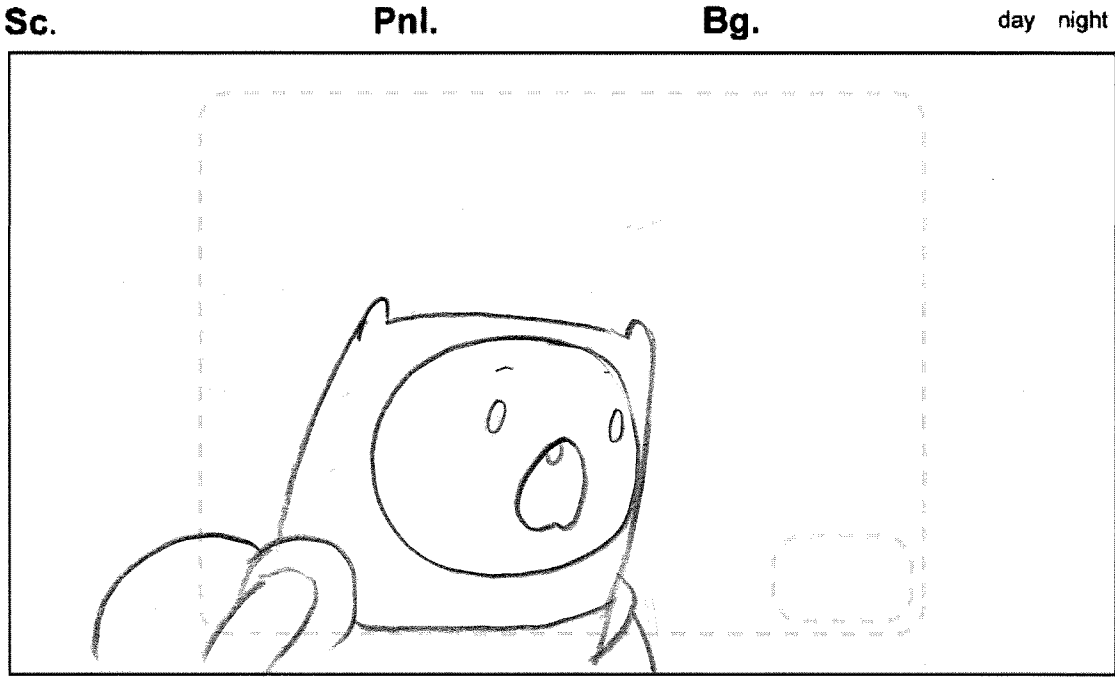


Dialog:	sfx Doors opening (BANG!)	① STOP!
Action:		
Timing:		

EPISODE # 100877

Production :

# ADVENTURE TIME



Dialog: (F) CLARENCE IS your MURDER!!

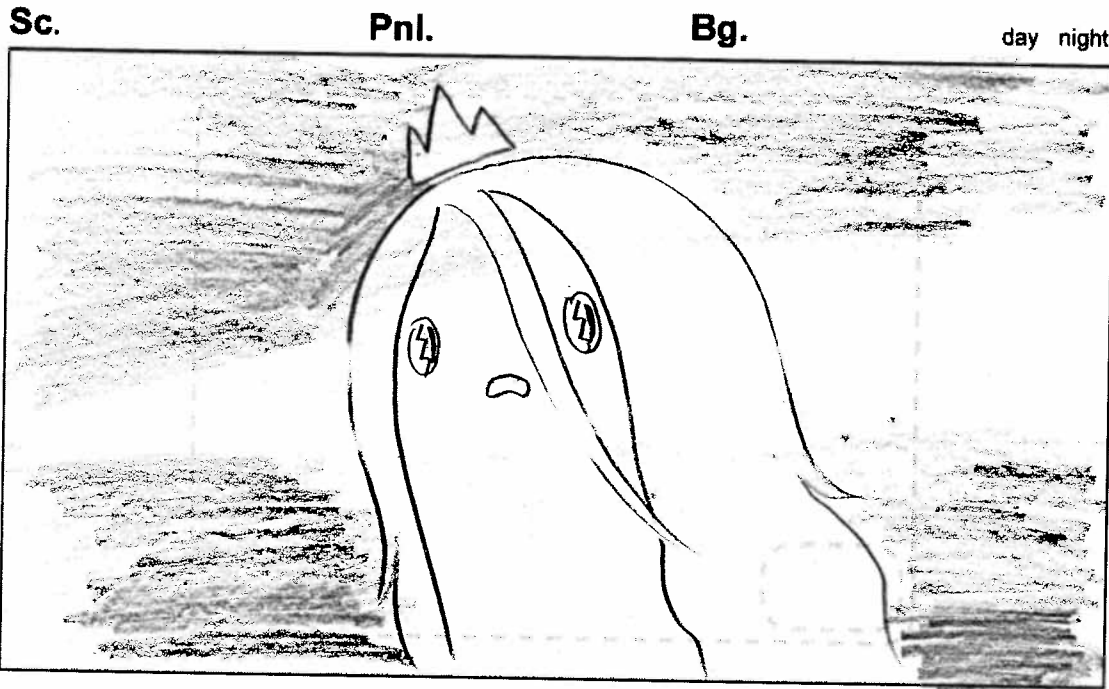
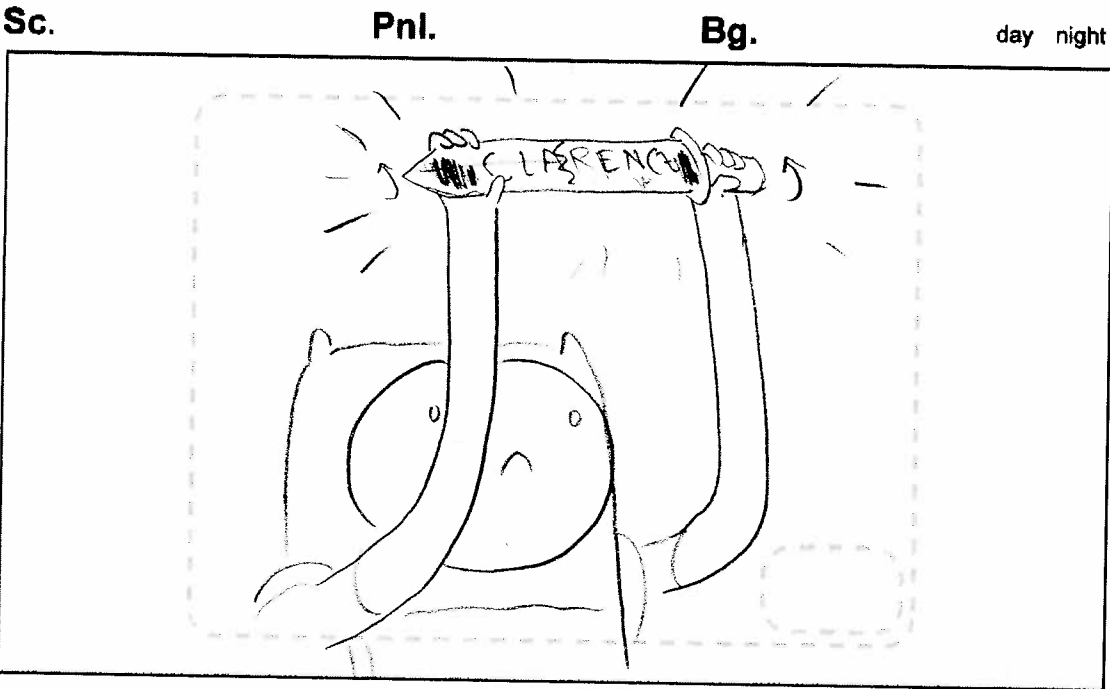
Action:

Timing:

EPISODE # 100877

Production :

# ADVENTURE TIME



Dialog:	(GP) GASP
Action:	Finn shifts dagger, causing it to reflect light onto/through GP
Timing:	

EPISODE # 100877

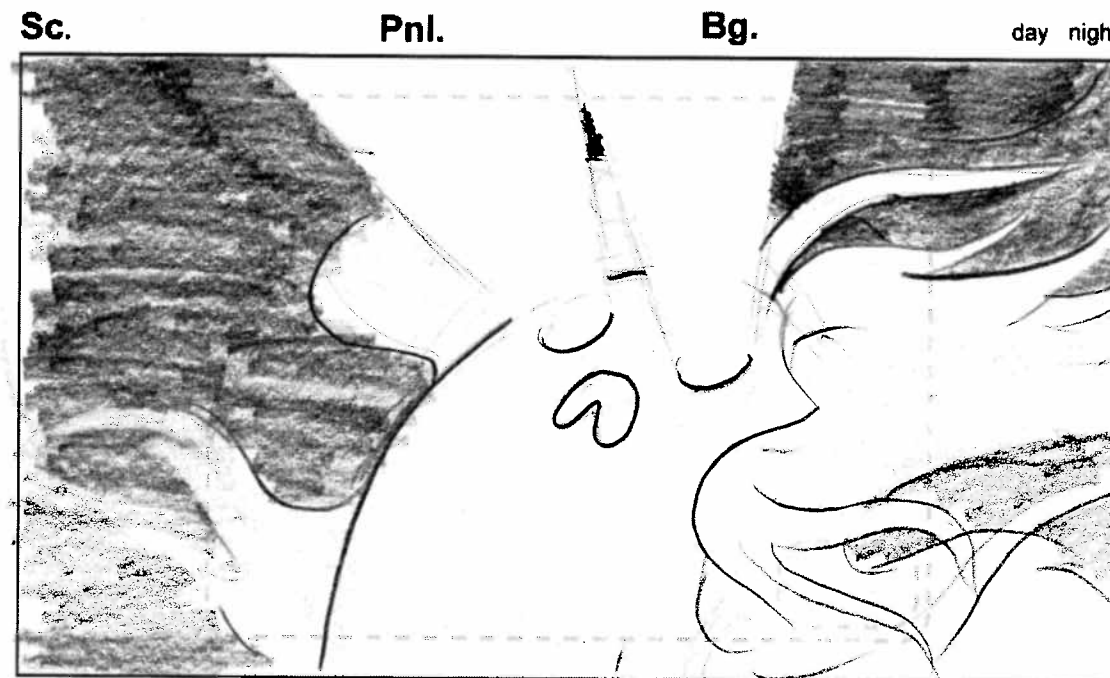
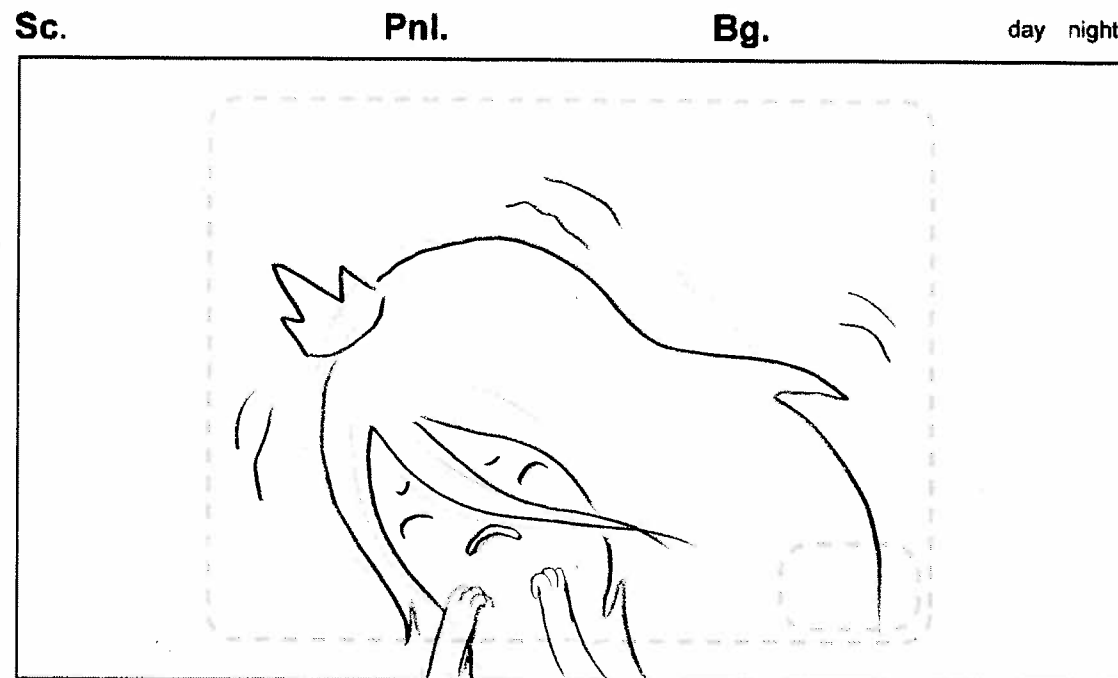
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



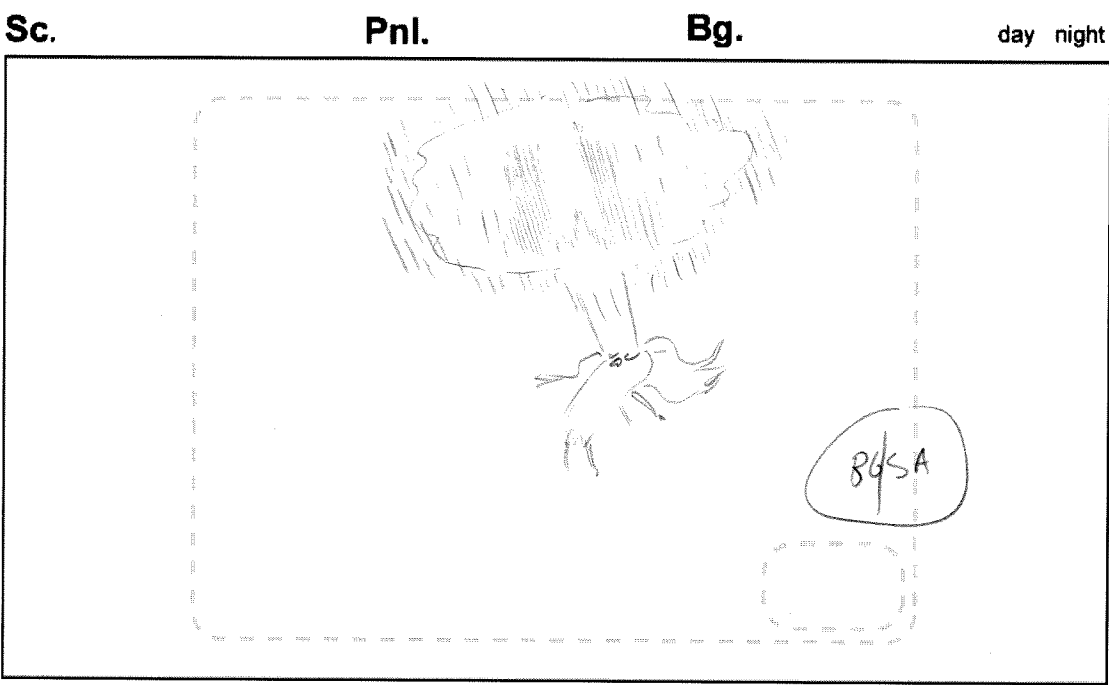
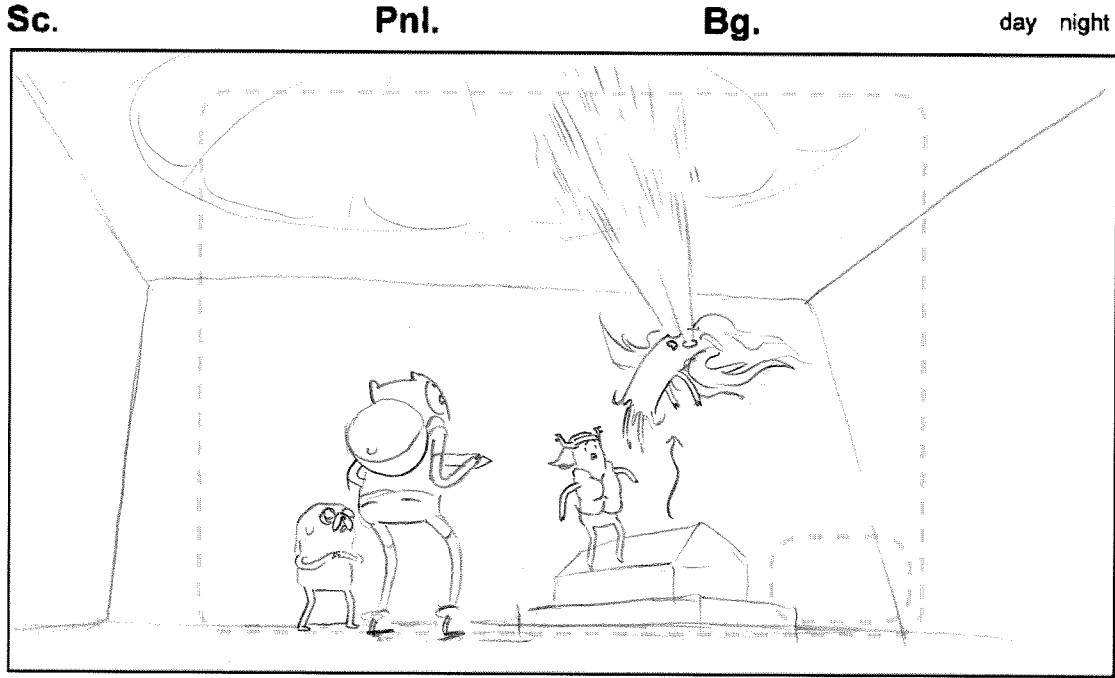
Page 146



Dialog:	(GP) hnngh!	sfx Shwaaa
Action:	light pours out of GPs eyes	
Timing:		

EPISODE # 100877  
Production :

# ADVENTURE TIME



Dialog:
Action:
Timing:

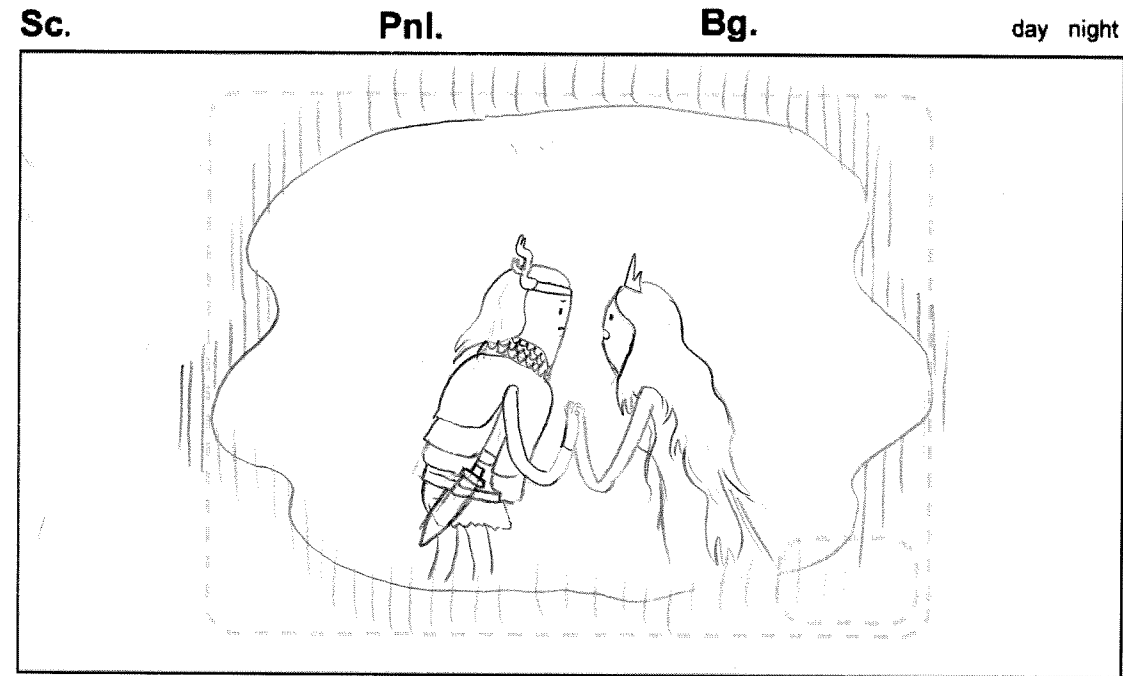
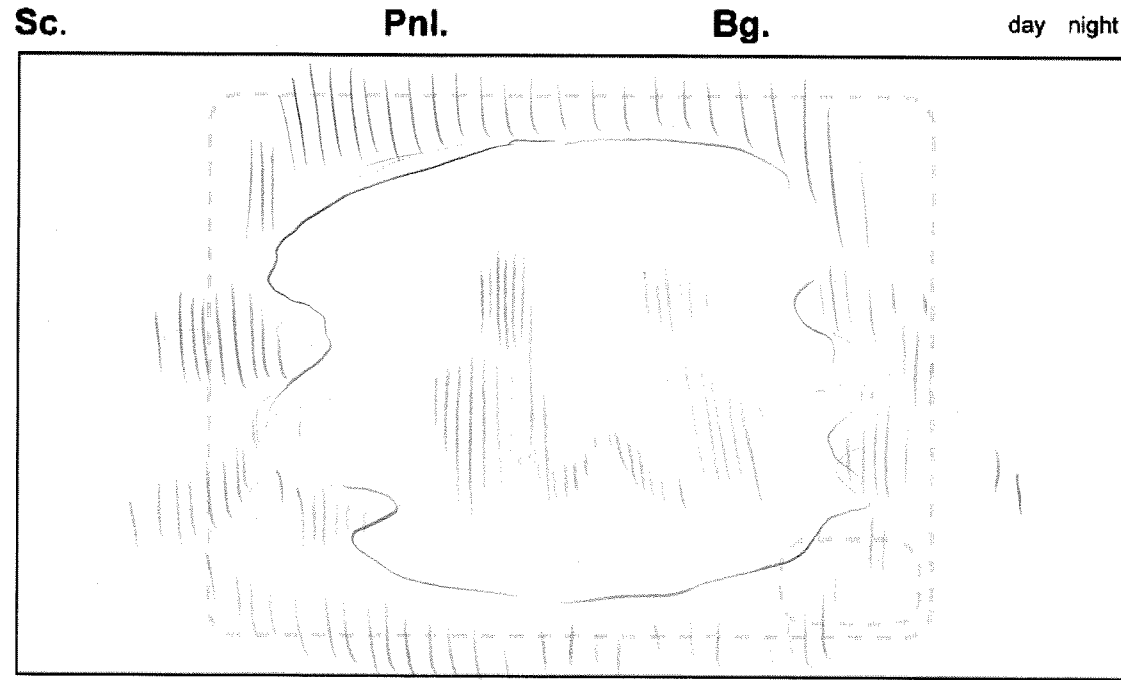
Production : EPISODE # 100877



# ADVENTURE TIME



Page 148



Dialog:	<p>(GP) Tomorrow our Kingdoms will battle each other</p>
Action:	
Timing:	

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

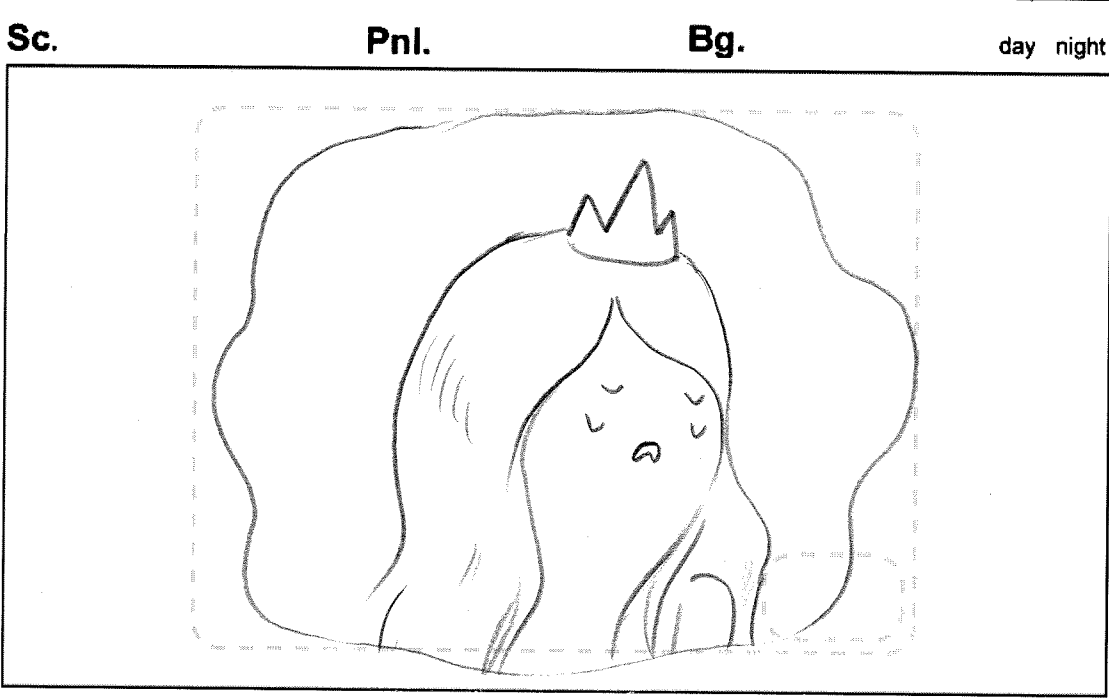
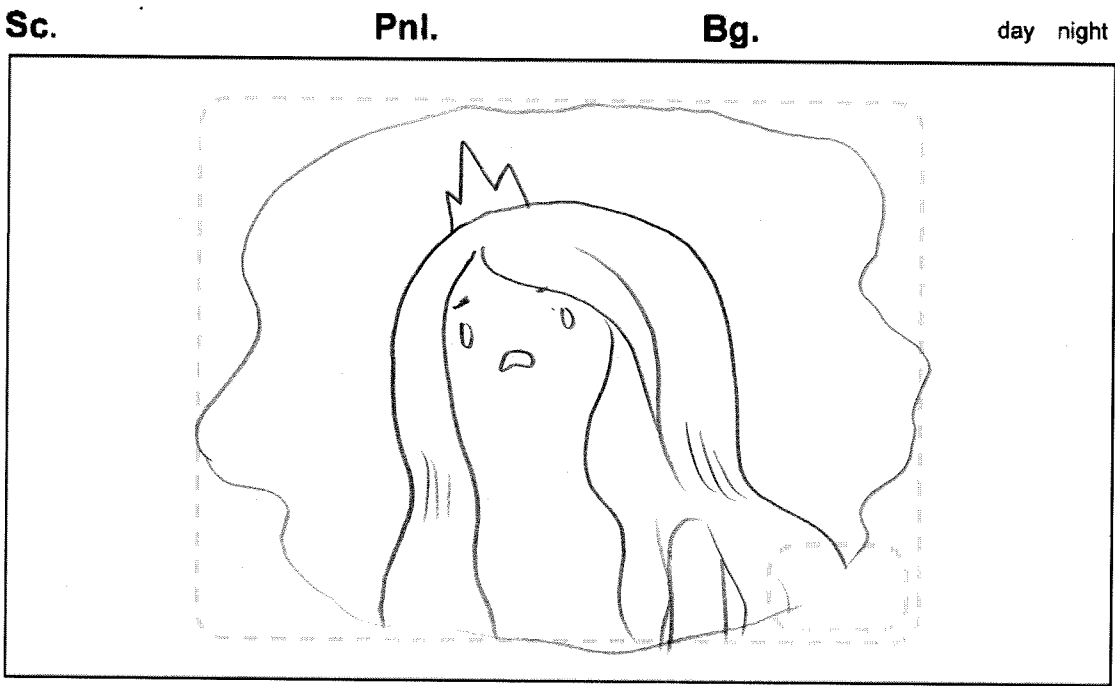
Dialog:	(C) I dont want to fight you. Run away with me!	(GP) I Love you, clarence ,
Action:		
Timing:		

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

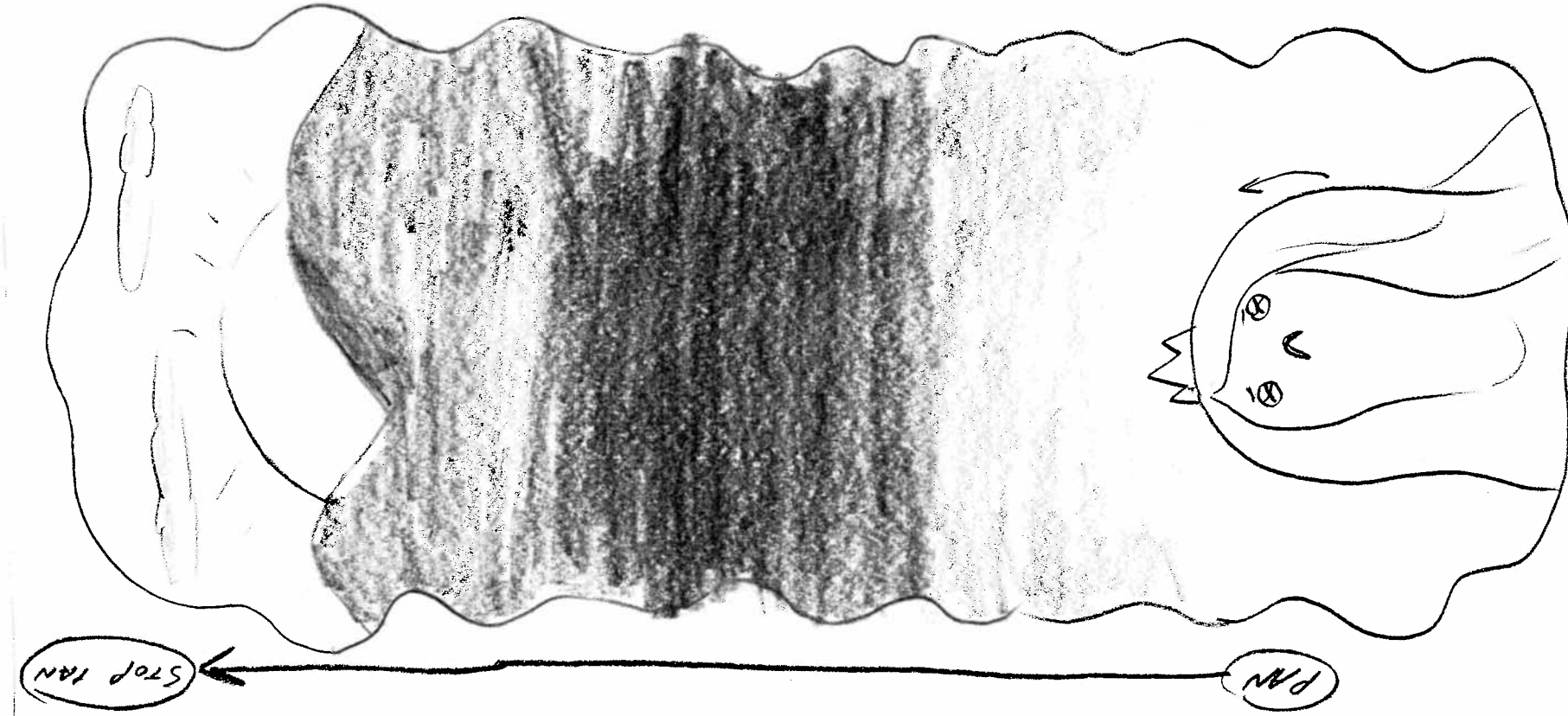
# ADVENTURE TIME



Dialog:	(GP) But I must stand with my people!	(GP) = SOB =
Action:		
Timing:		

EPISODE # 100877

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	Sfx ( war horn)	(drums)
Action:	As sun rises, An army appears on the hill in silhouette. All soldiers in flashback are silhouetted	
Timing:	Flags waving	

EPISODE # 100877  
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

( drums ~~~~~> )

Action:

① ( [character icon] ) eyes close

Timing:

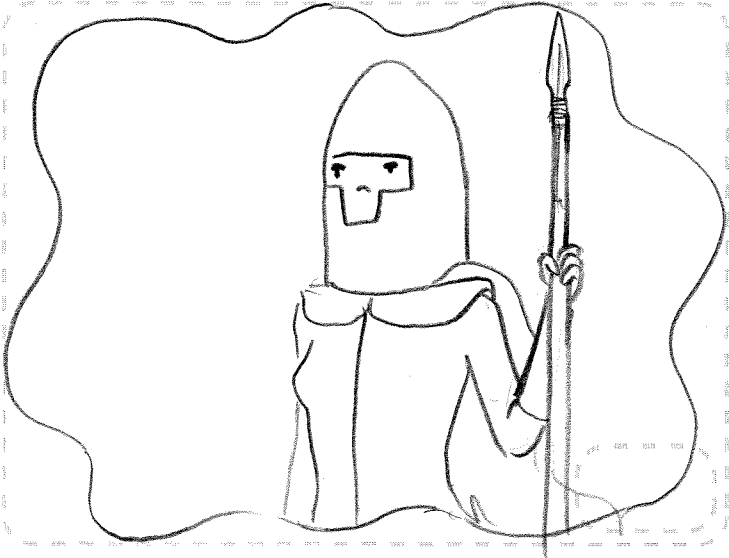
100877  
EPISODE #  
Production :

© 2000 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

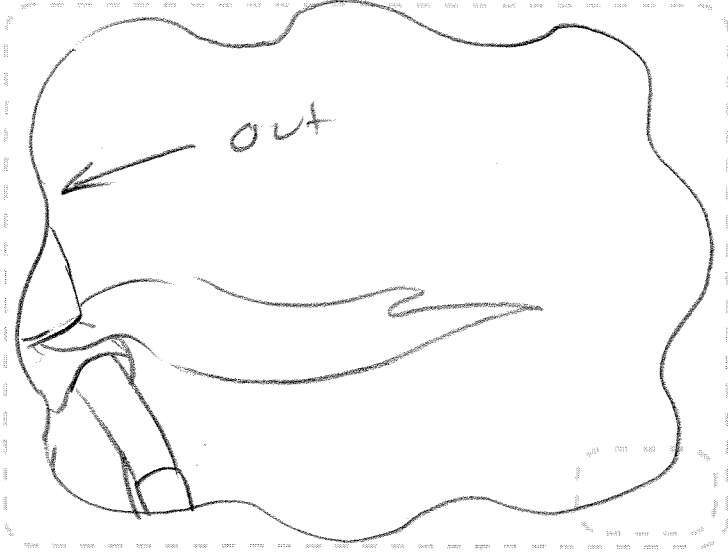
# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

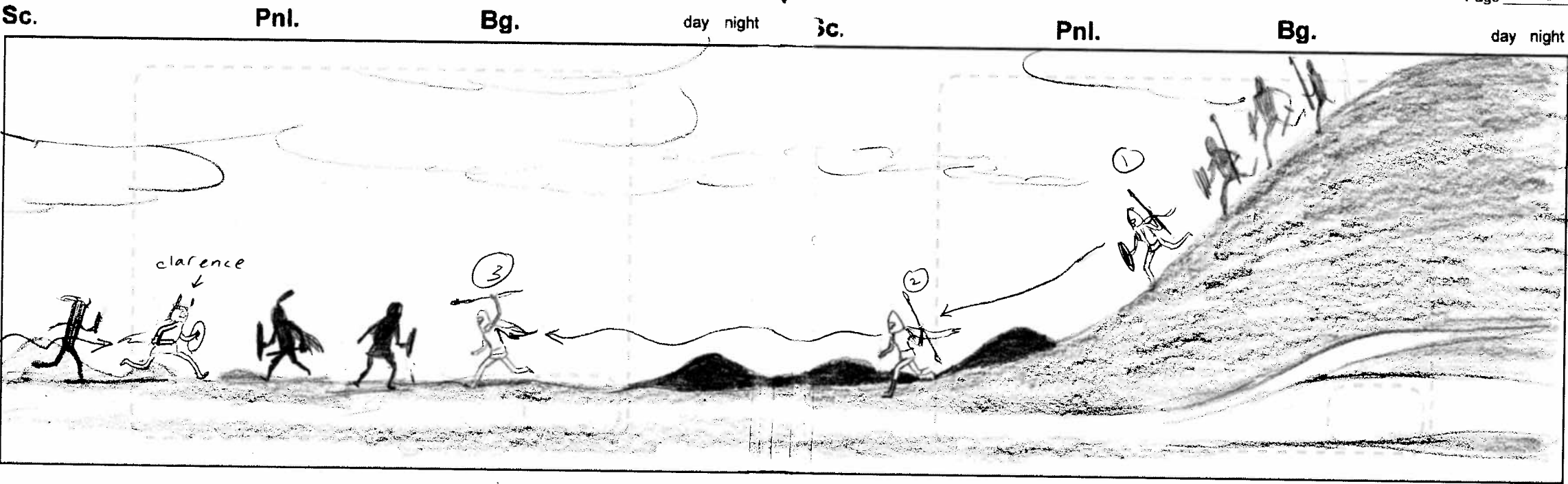
Action:

Timing:

Production : EPISODE # 100877



# ADVENTURE TIME



Dialog:
Action:
Timing:

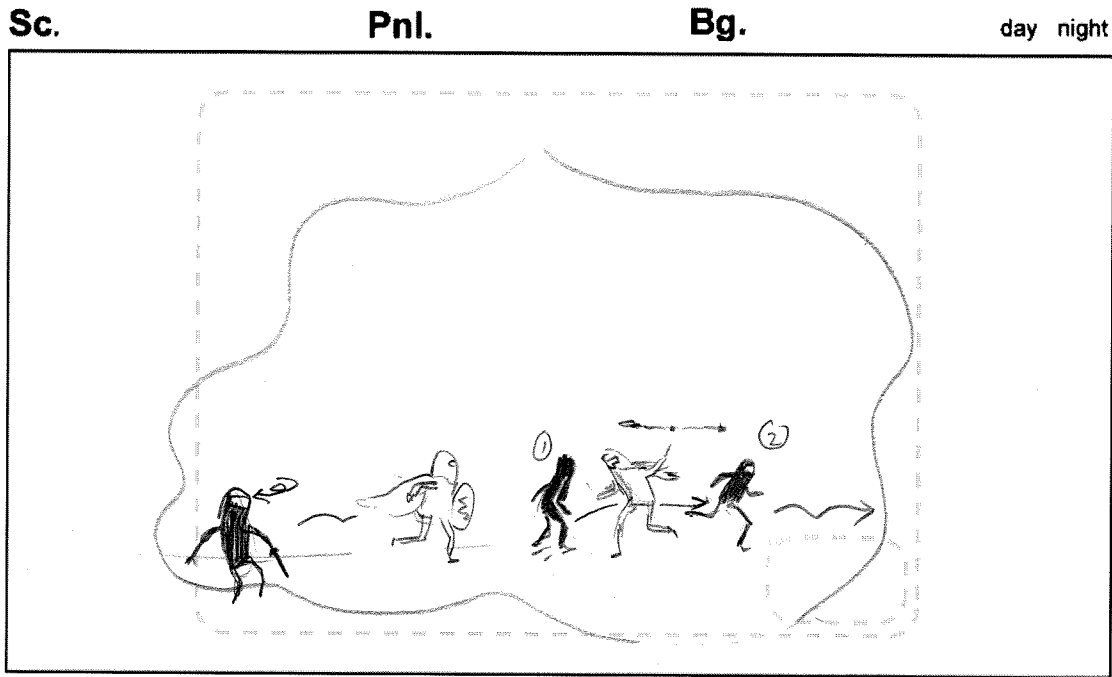
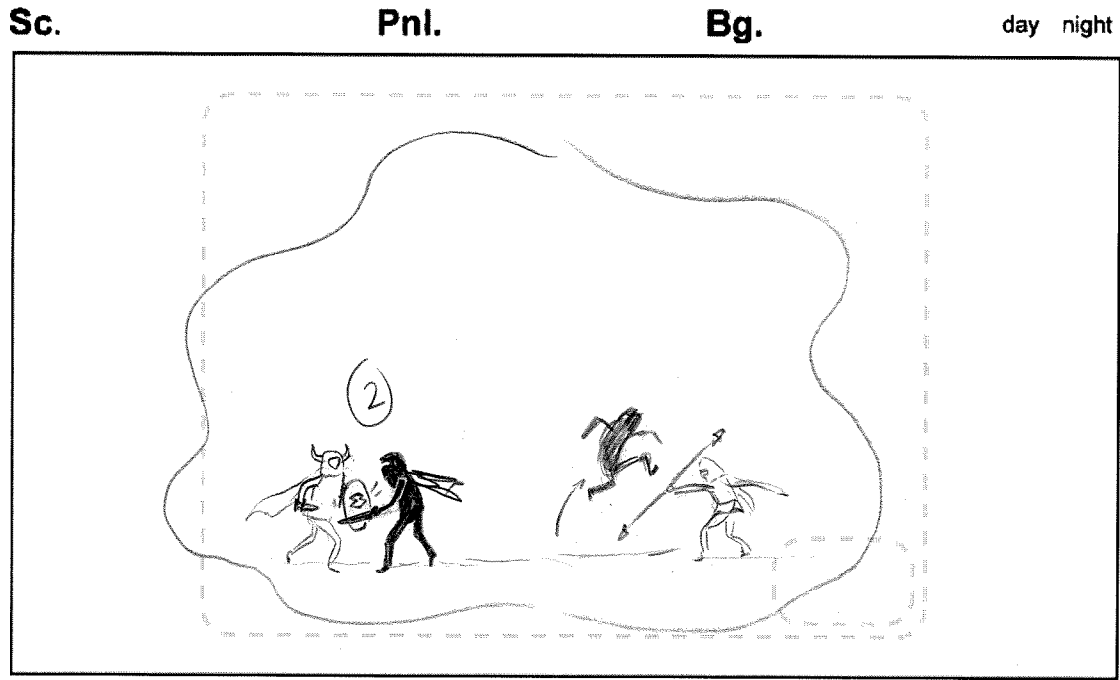
EPISODE # 100877

Production :





© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:

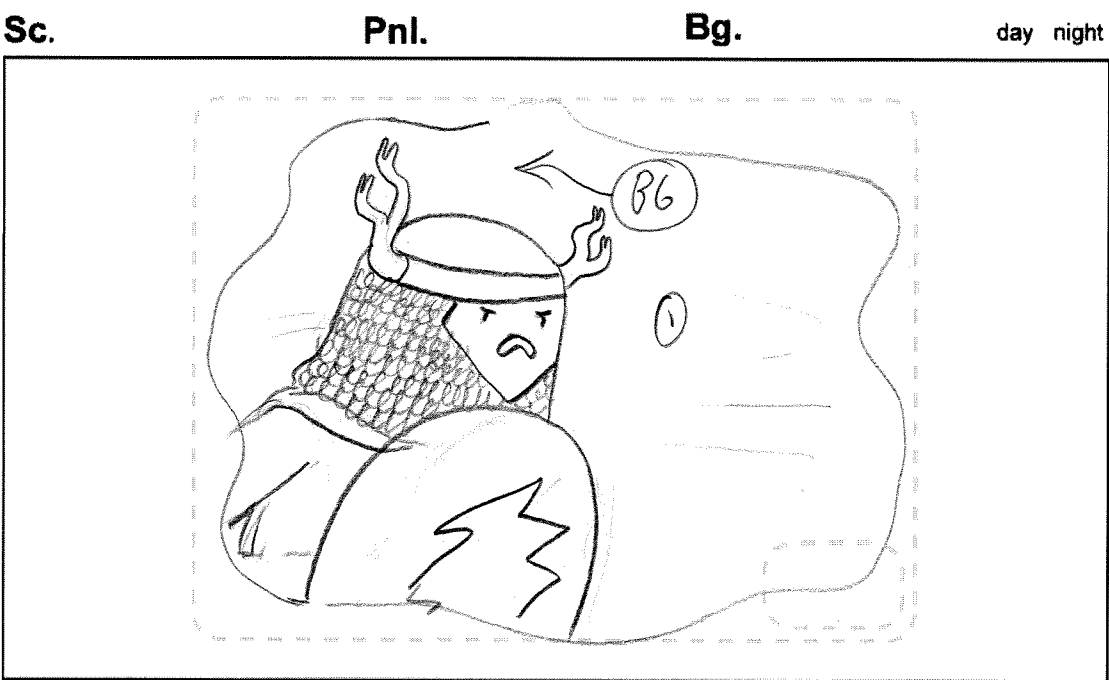
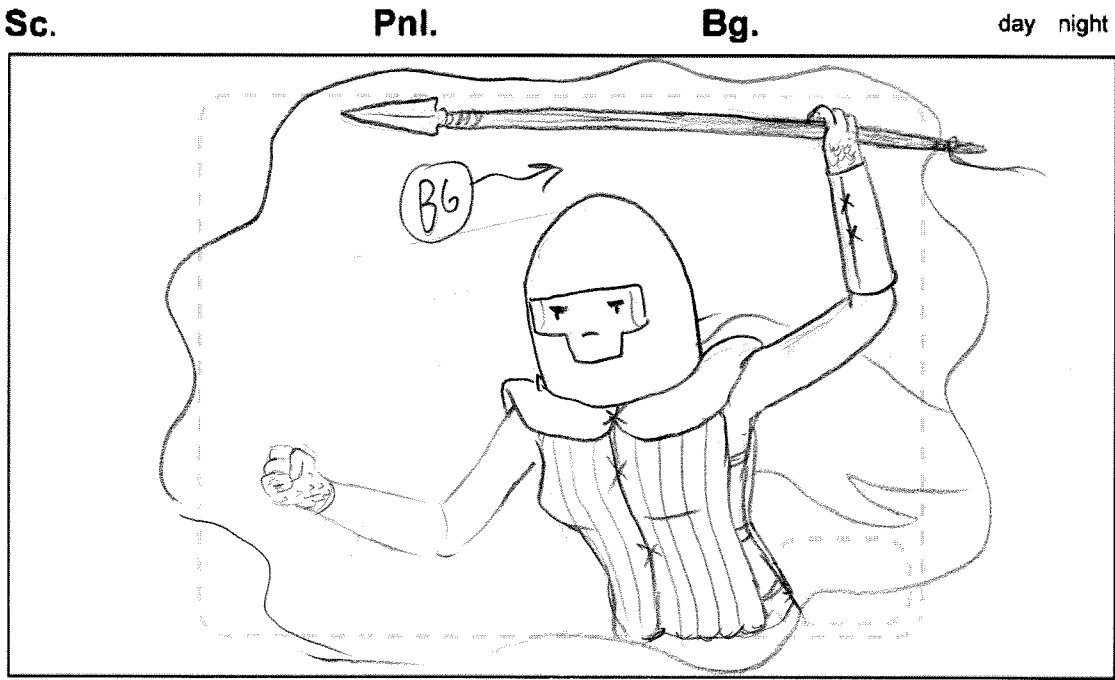
Action:  Clarence blocks soldier's sword & deflects to the side  Clarence bashes soldier with his shield Soldiers run away Clarence & Gp run toward each other

Timing:

EPISODE # 100877



Production :

ADVENTURE TIME



Dialog:

Action:



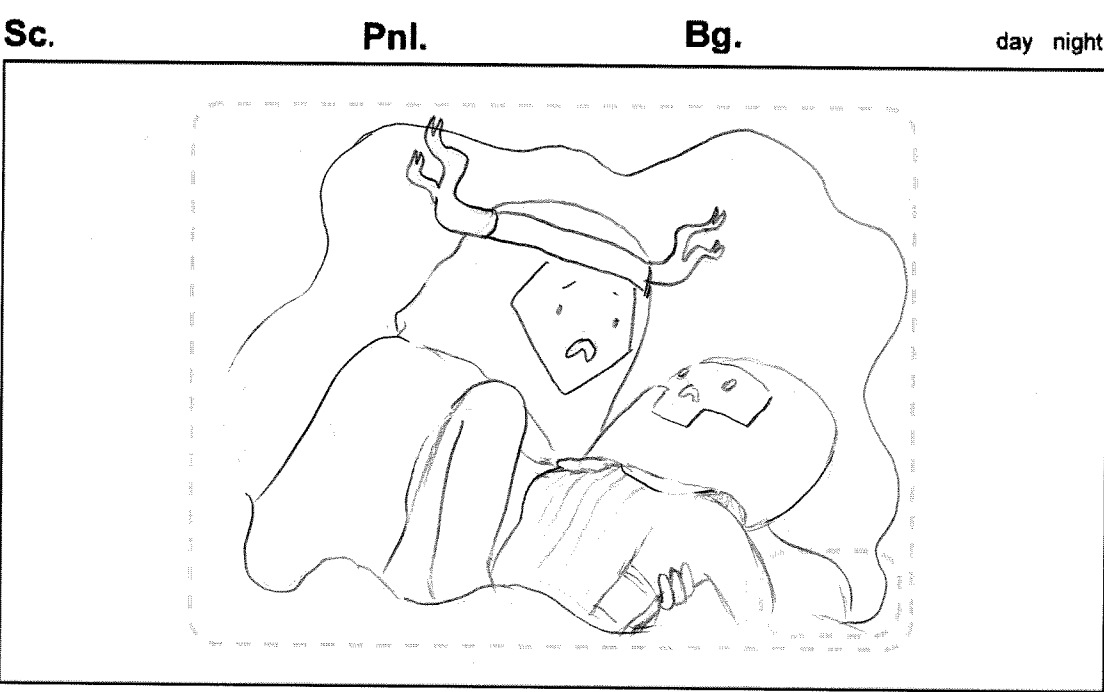
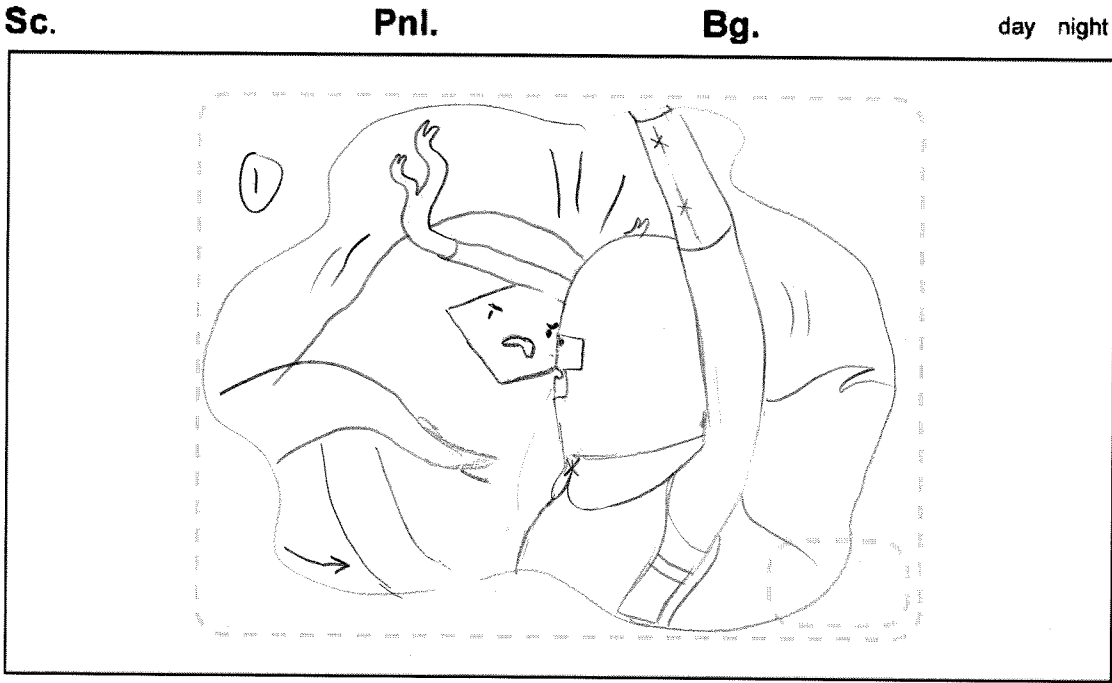
clarena blocks  
spear attack with  
his shield

Timing:

EPISODE # 100877

Production :

# ADVENTURE TIME

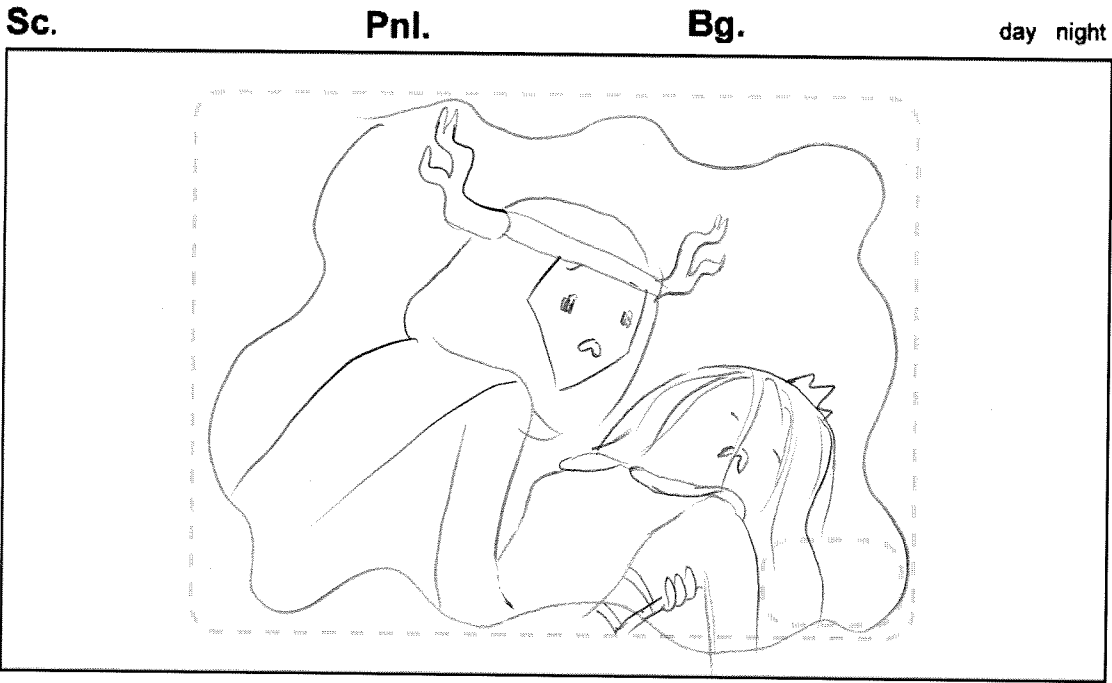
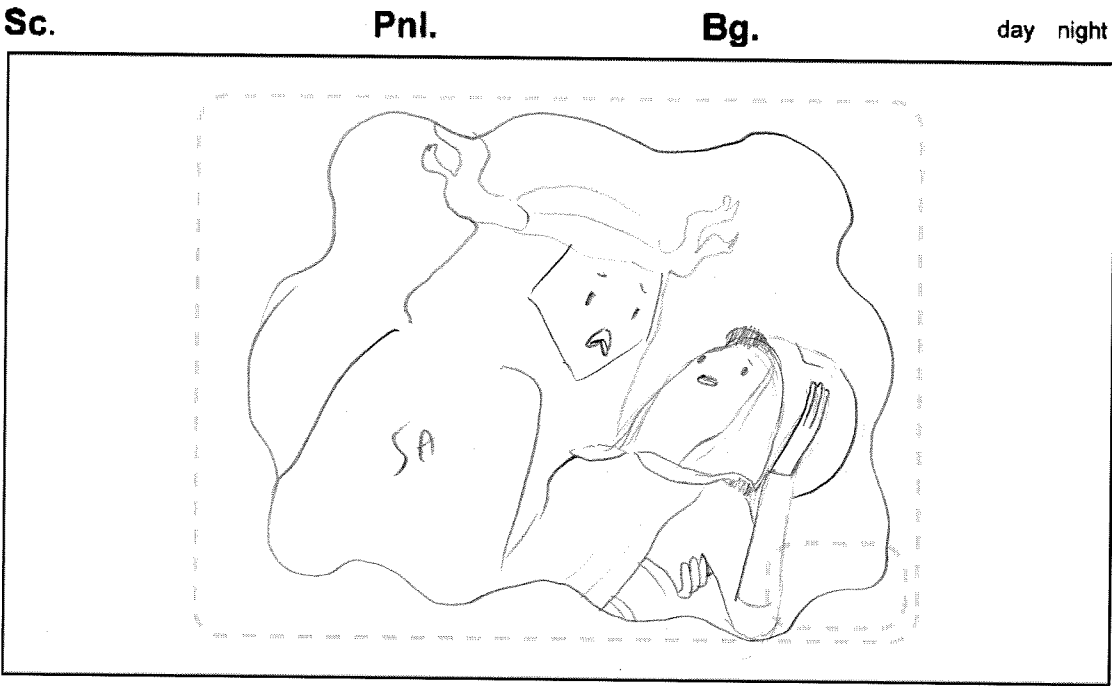



Dialog:

Action: 6p in. clarences  
① dagger arm thrusts as they collide.  
② spear falls into & out of flashback frame

Timing:

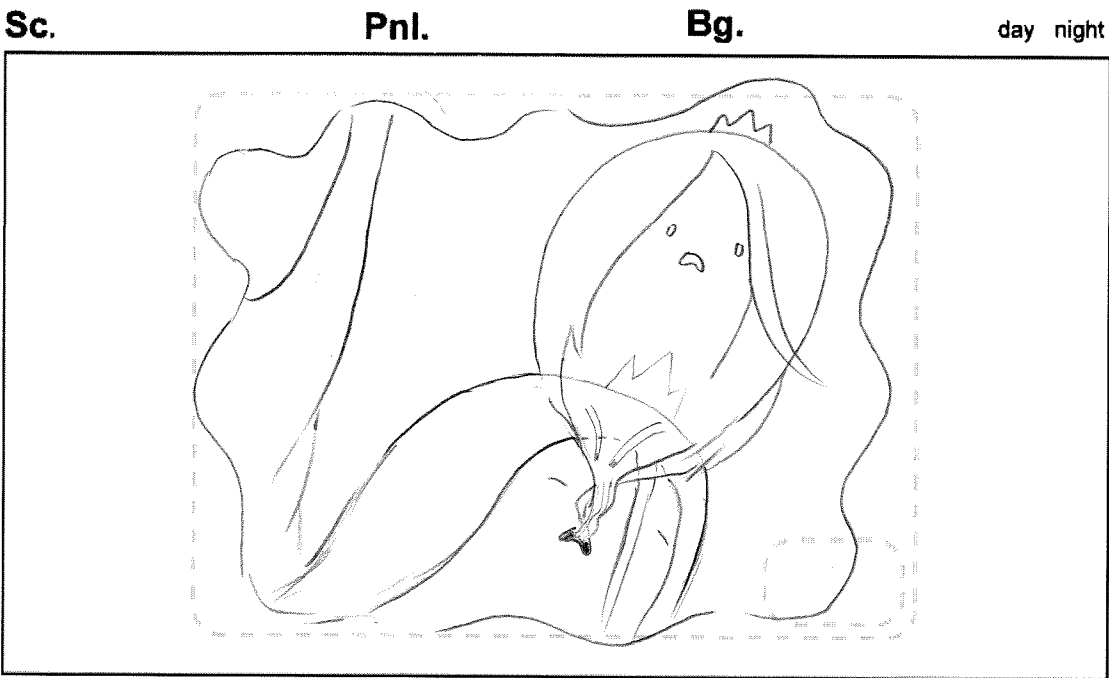
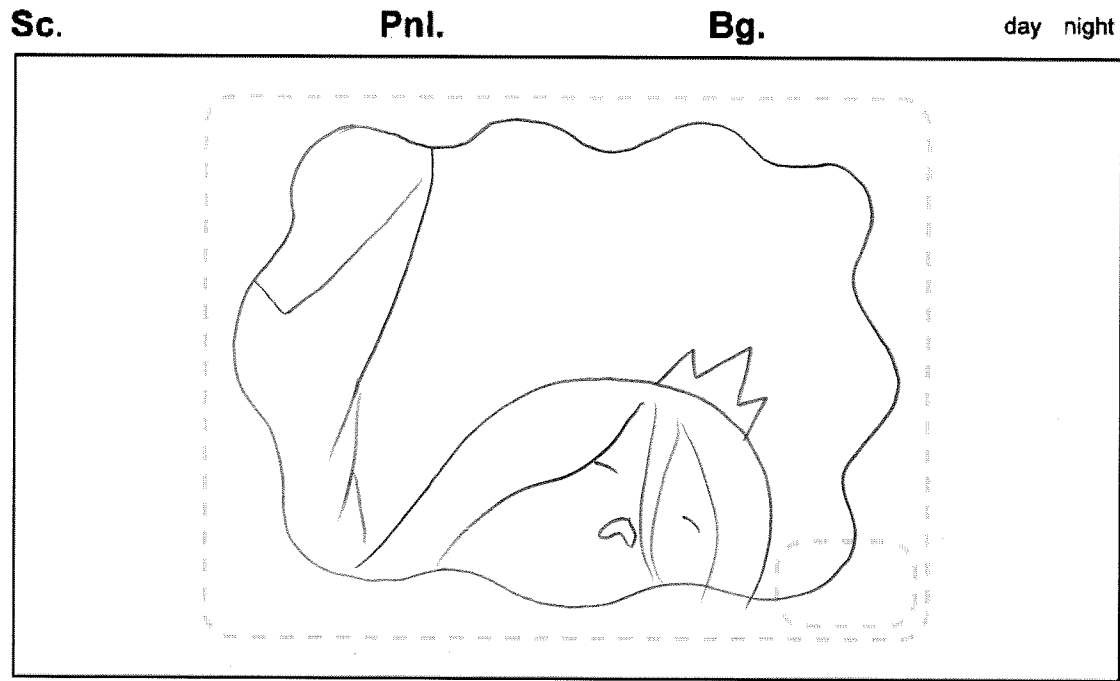
# ADVENTURE TIME



Dialog:	(6P) clarence, ... I ...	(6P) = Ahh =
Action:	(2)  helmet falls out of frame.	
Timing:		

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 100877  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

EPISODE # 100877

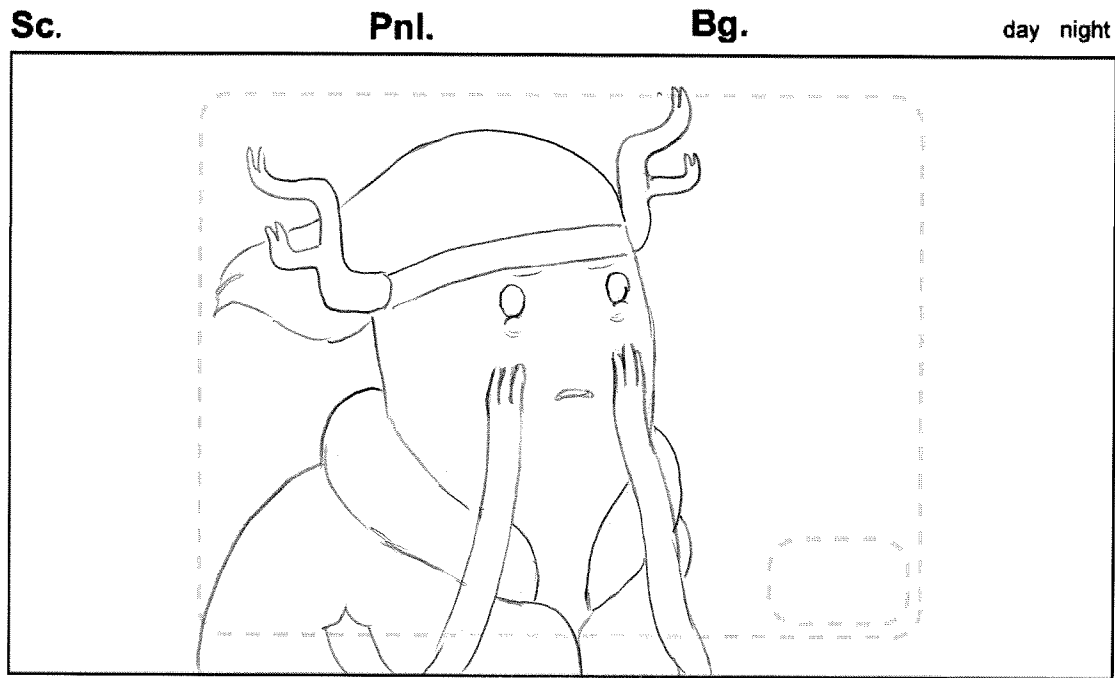
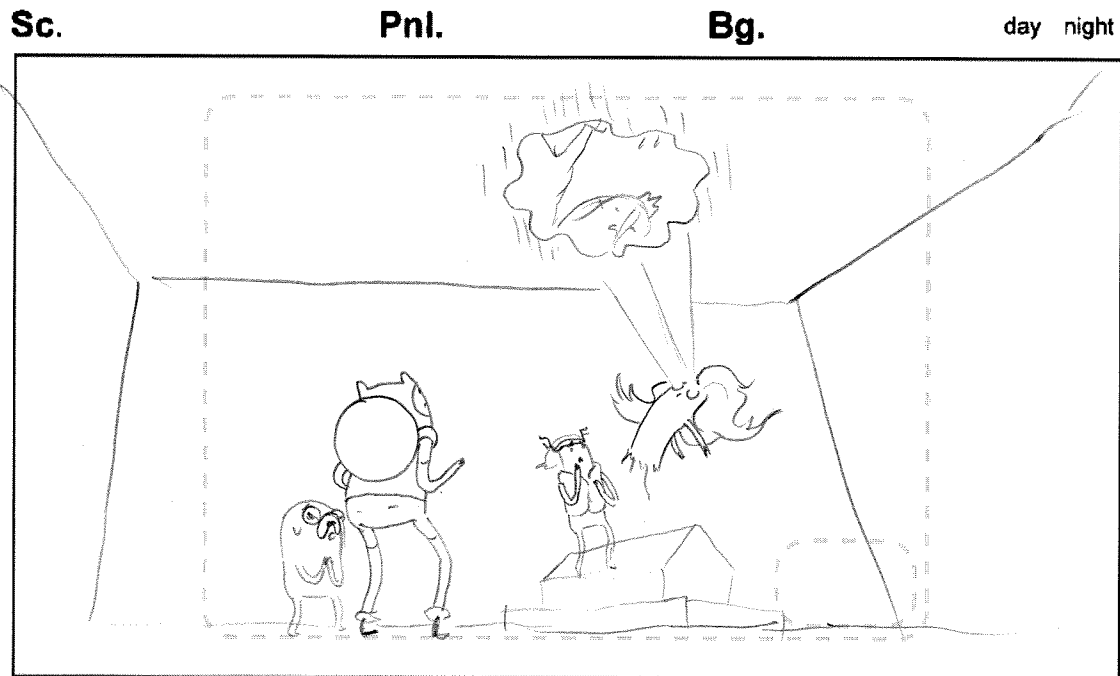
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 162



Dialog:

clarence ① I... Killed you?!

Action:



bp closes her eyes  
the Flash back vanishes

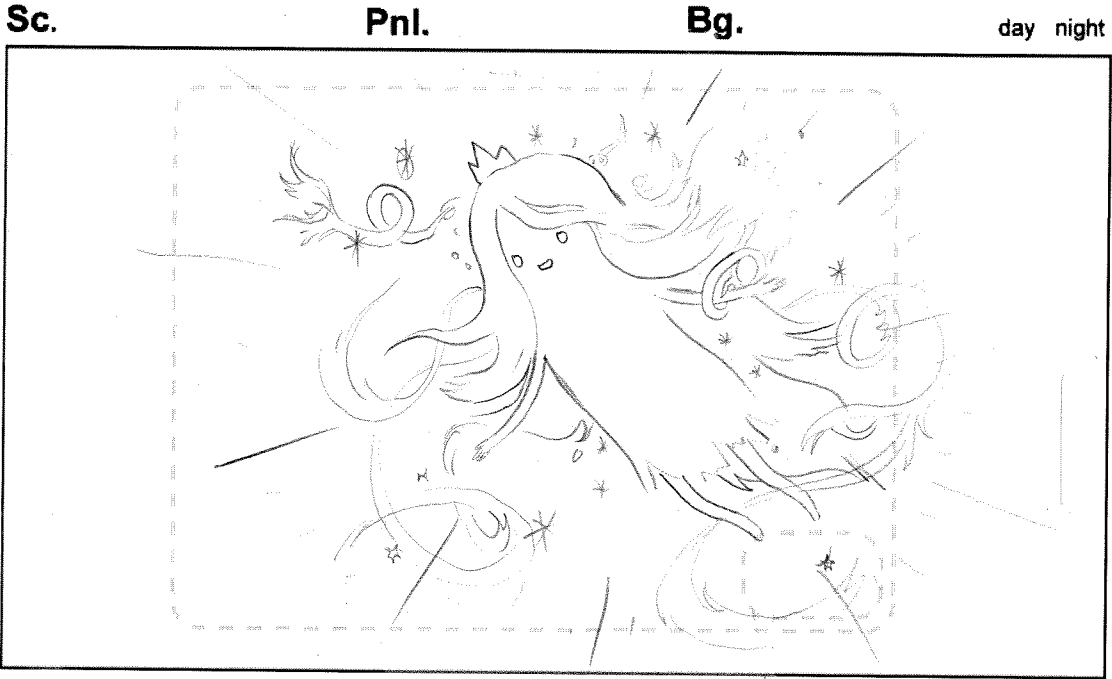
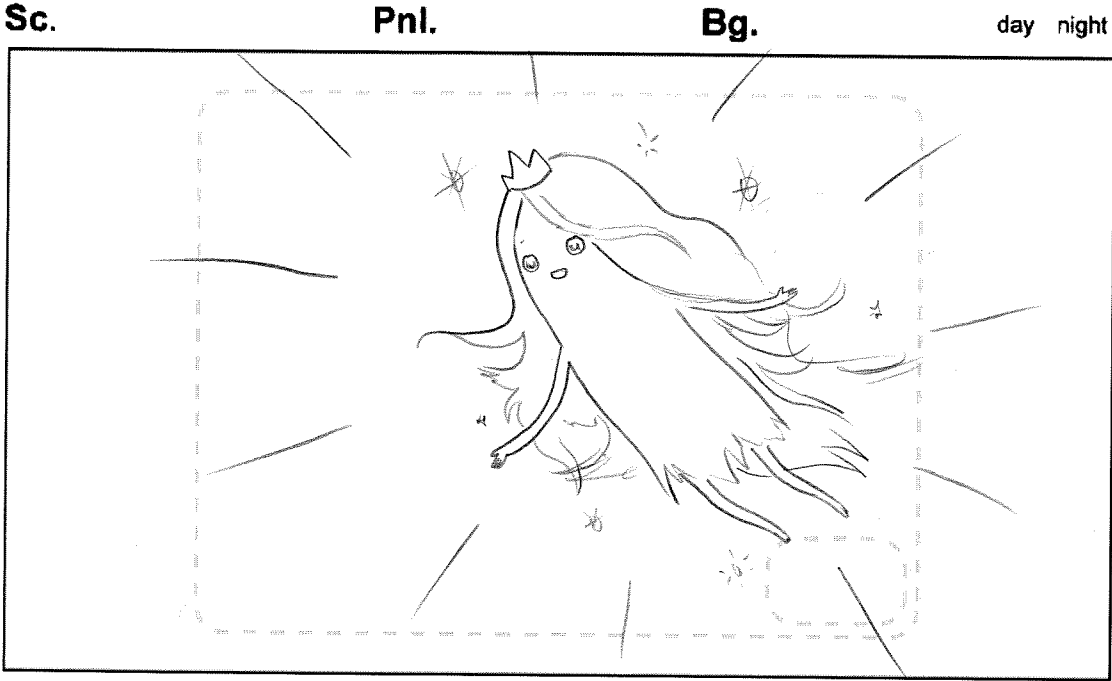


Timing:

EPISODE # 100877

Production :

ADVENTURE TIME



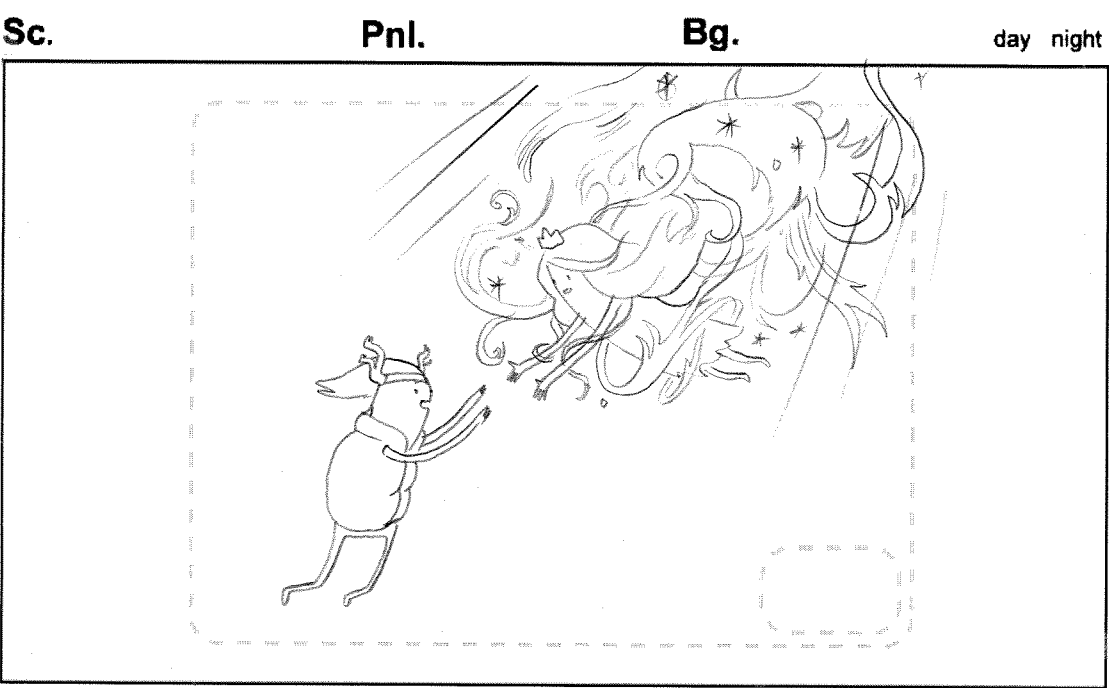
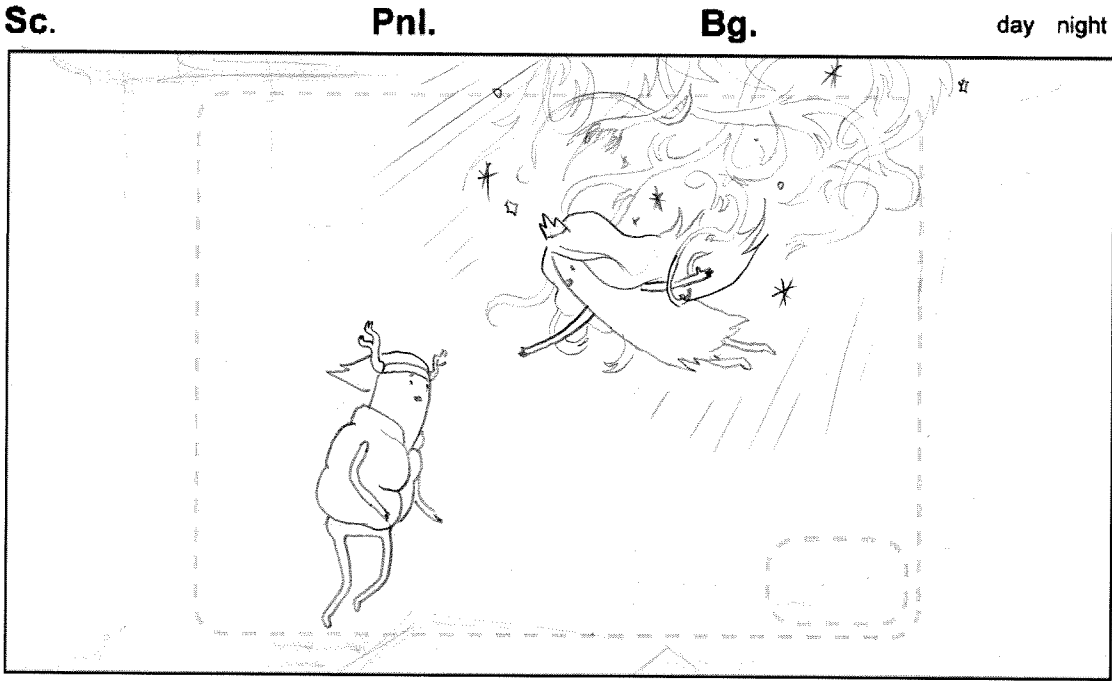
Dialog:	(GP) I forgive you, Clarence!	TAKE MY HANDS!! ASCEND WITH ME. ALT: ASCEND WITH ME TO 50 <sup>th</sup> DEAD WORLD
Action:	tendrils of light unfurl from behind GP	
Timing:		

EPISODE # 100877

Production :



# ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 100877

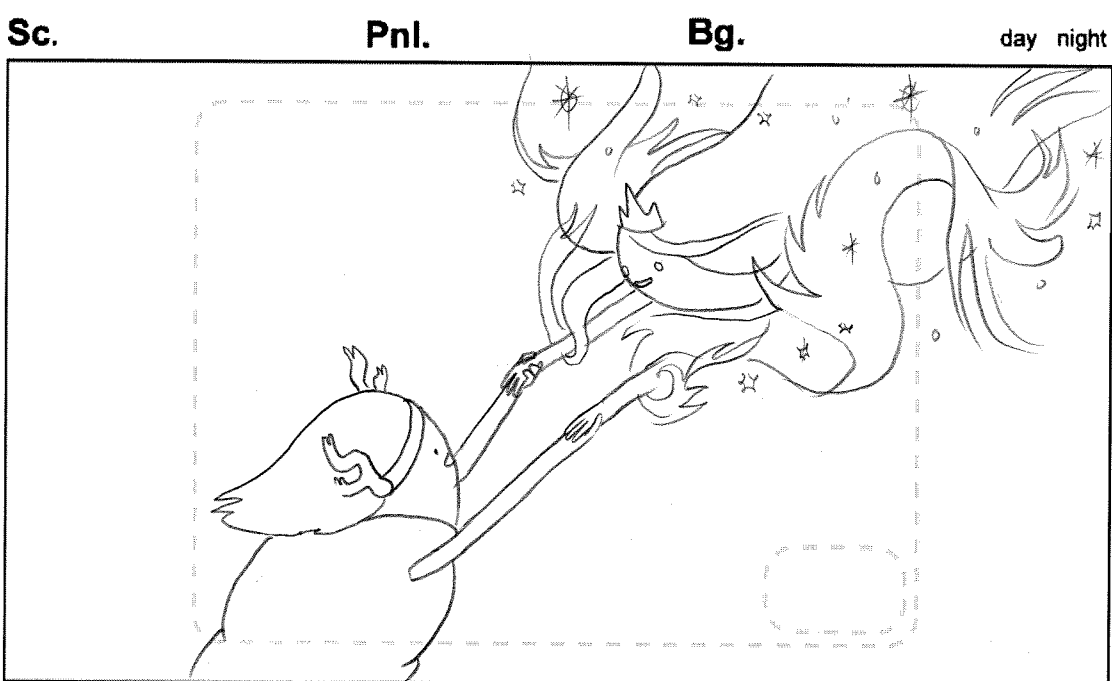
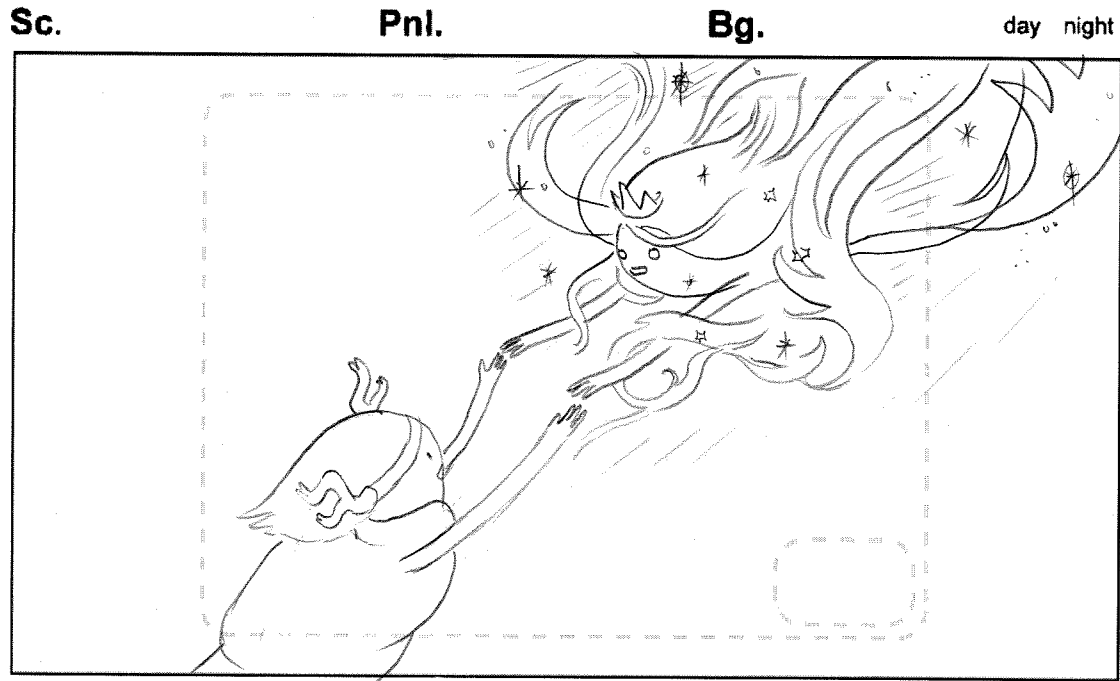
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 169



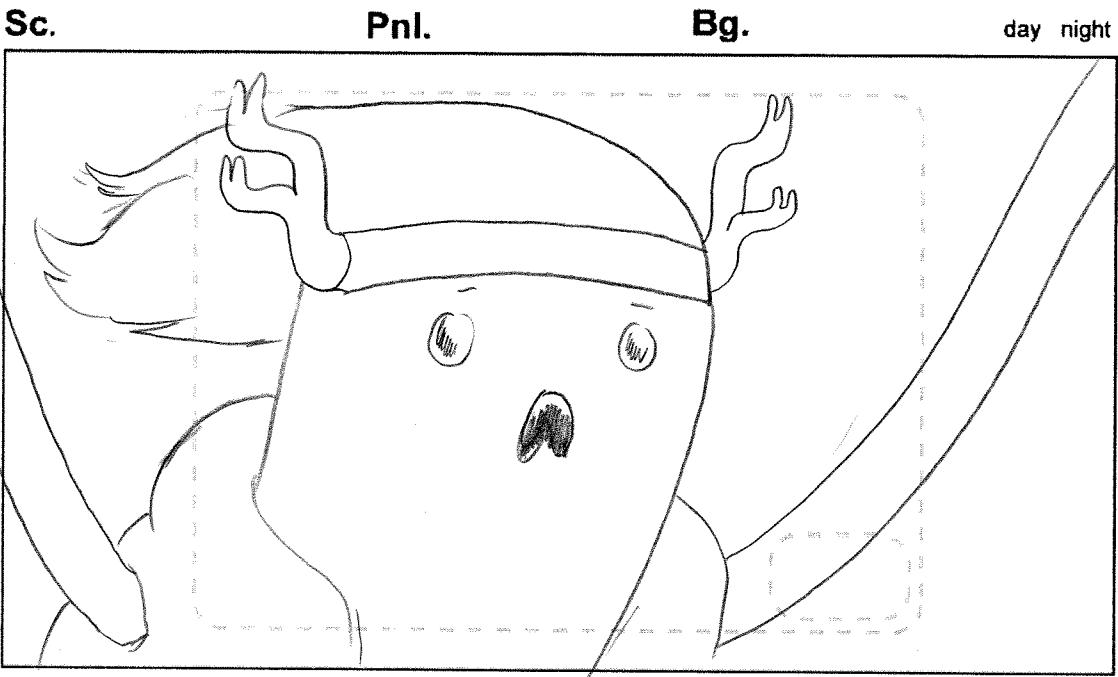
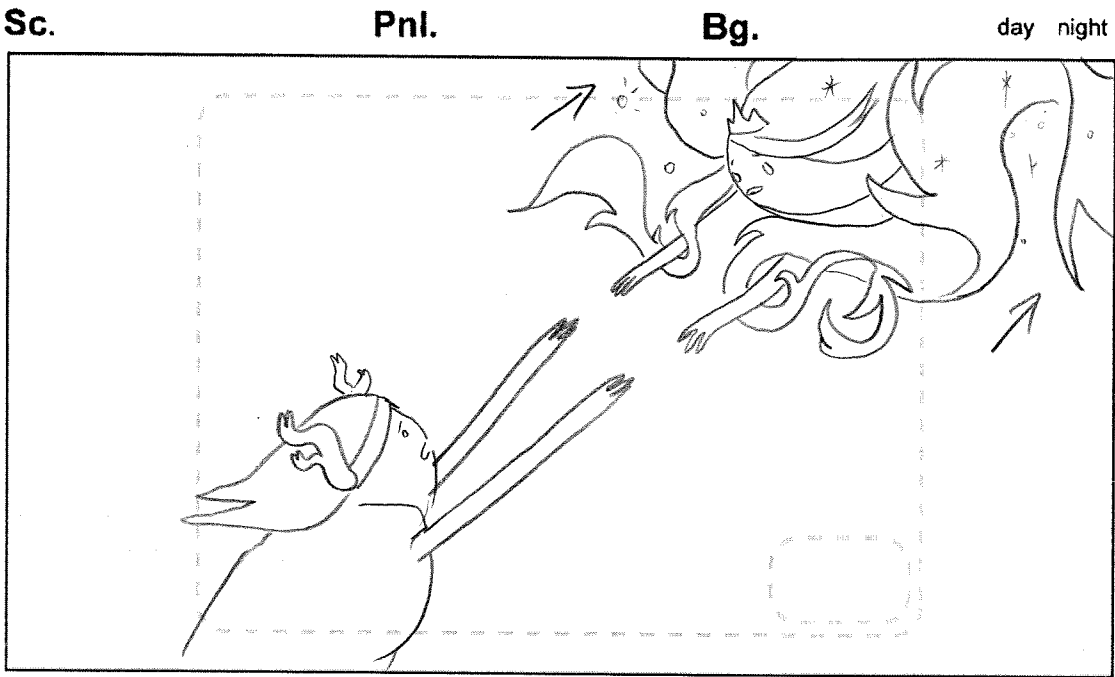
Dialog:
Action:
Timing:

(2) clarence & GP's hands pass through each other

EPISODE # 100877

Production :

ADVENTURE TIME

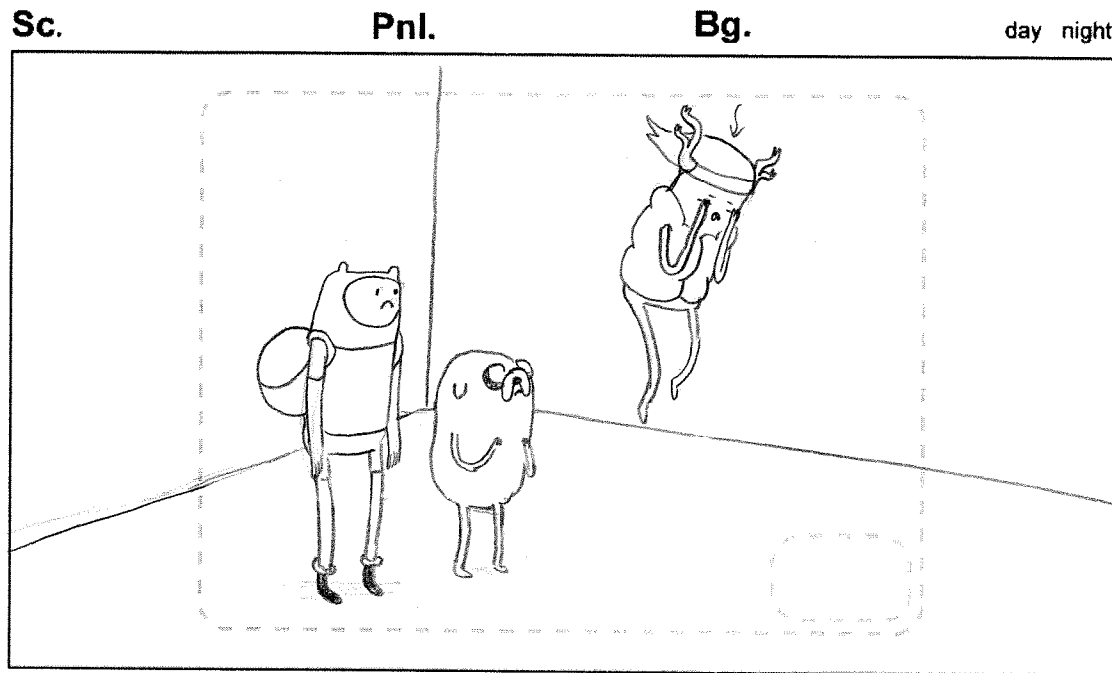
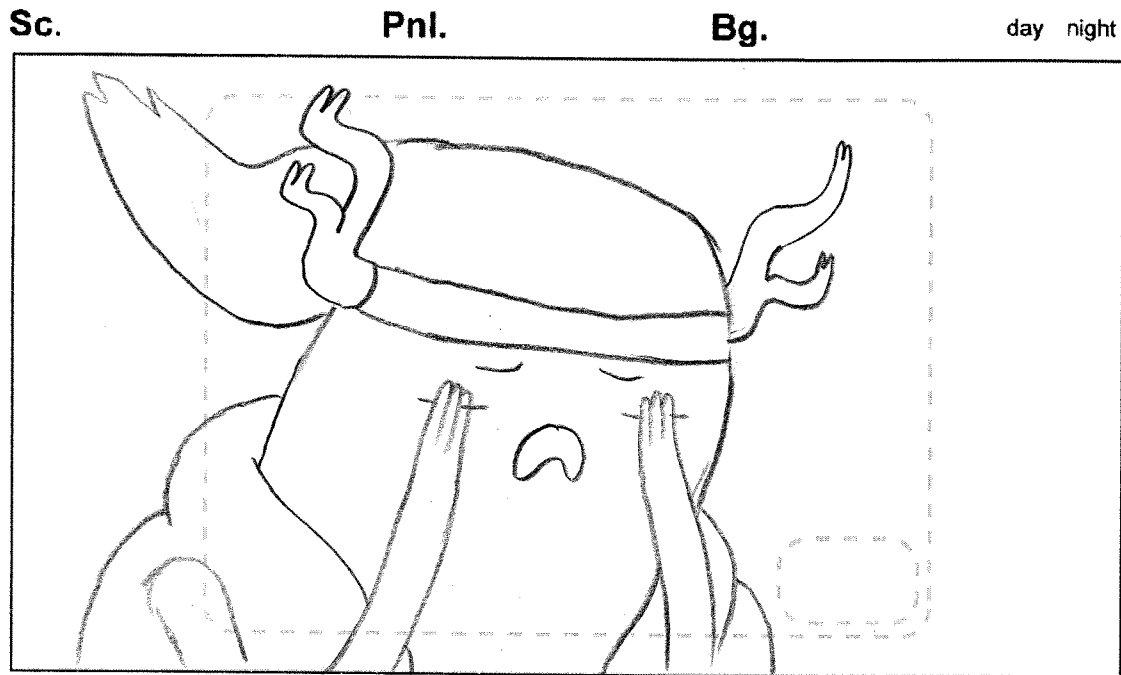


Dialog:	Clarence I can't!	© my soul is stuck!
Action:		
Timing:		

EPISODE # 100877

Production :

# ADVENTURE TIME



Dialog:

© I have to know how I died!

© oh glob..!

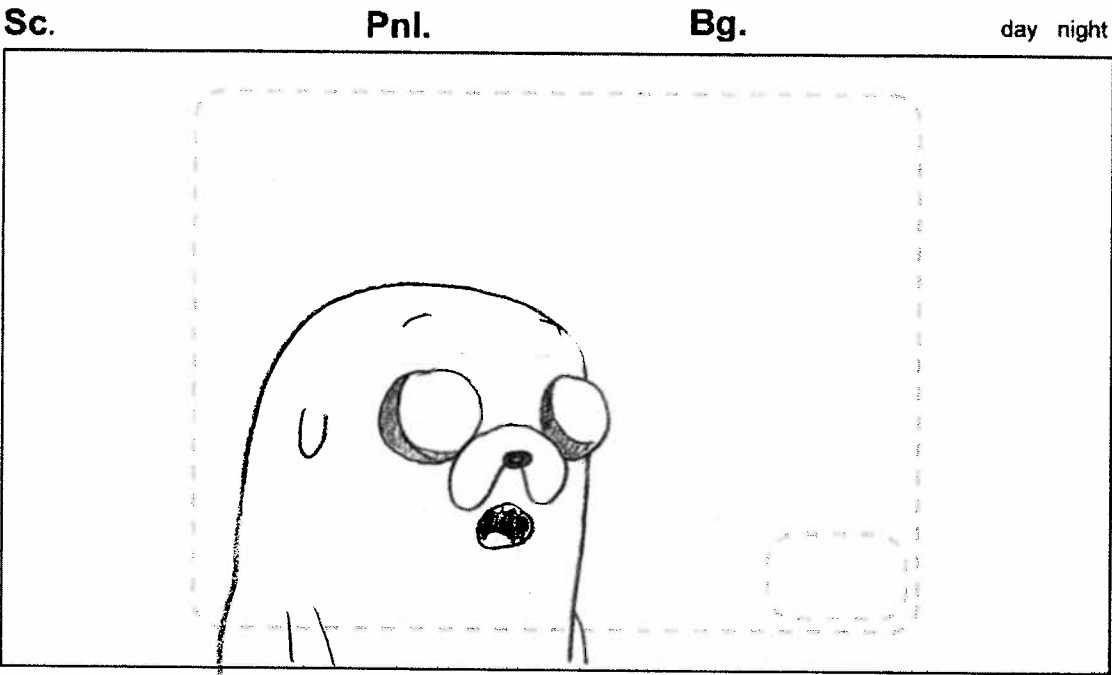
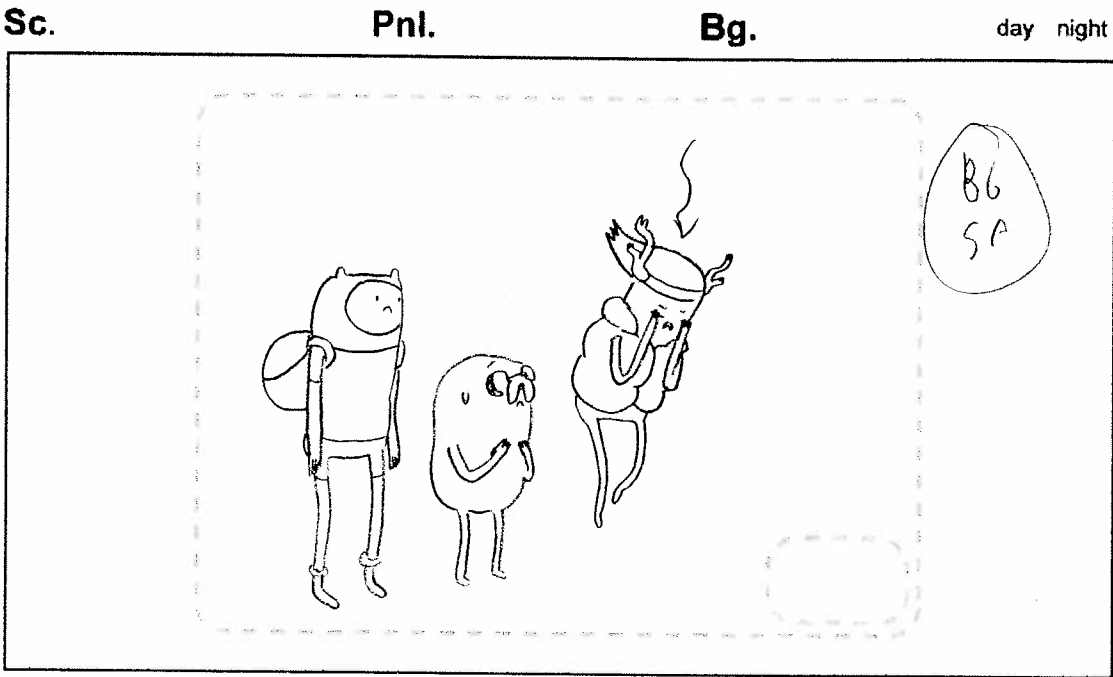
Action:

Timing:

EPISODE # 100877

Production :

# ADVENTURE TIME



Dialog:	① my life is like a fart...	② Woah wait a minit - say that again?
Action:		
Timing:		

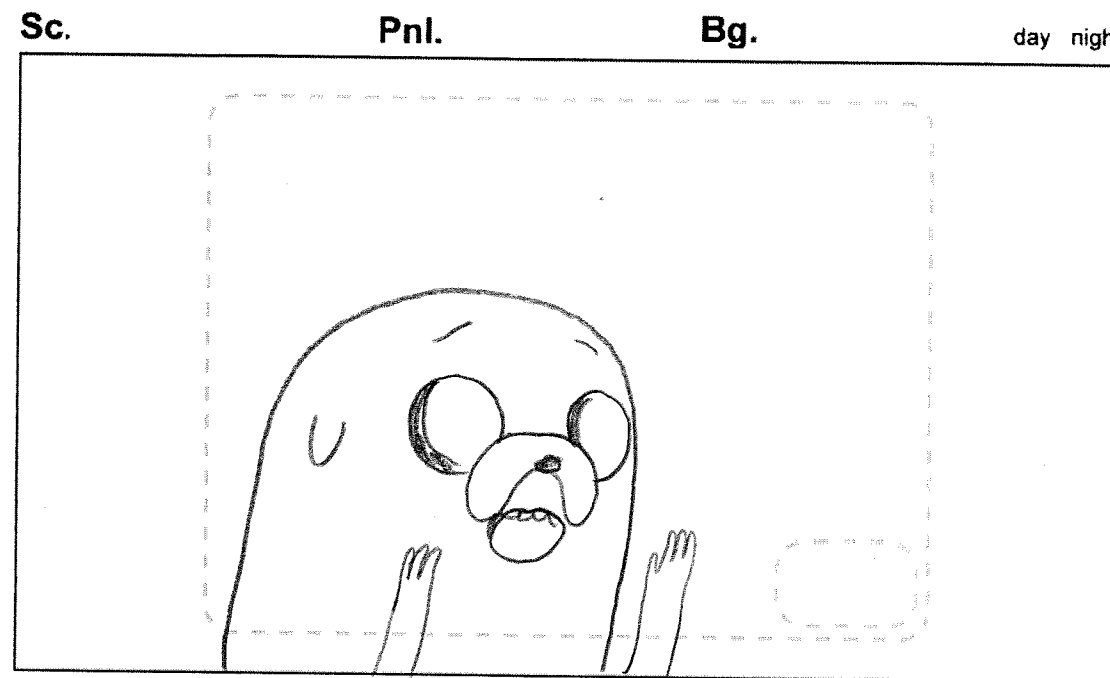
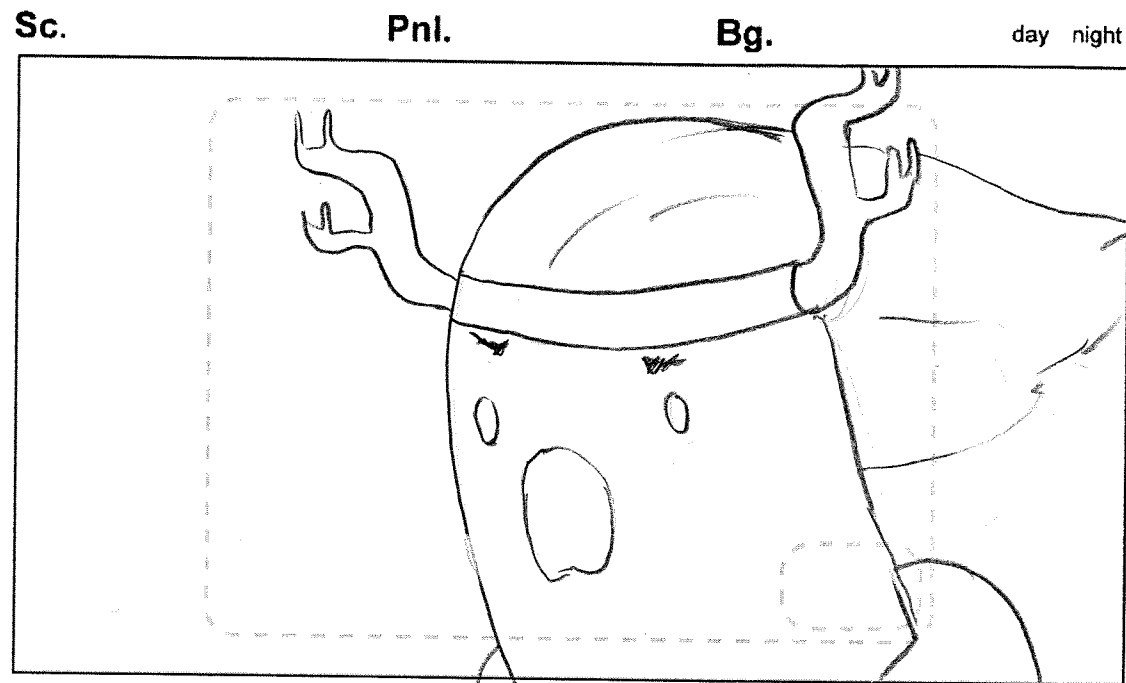
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 169

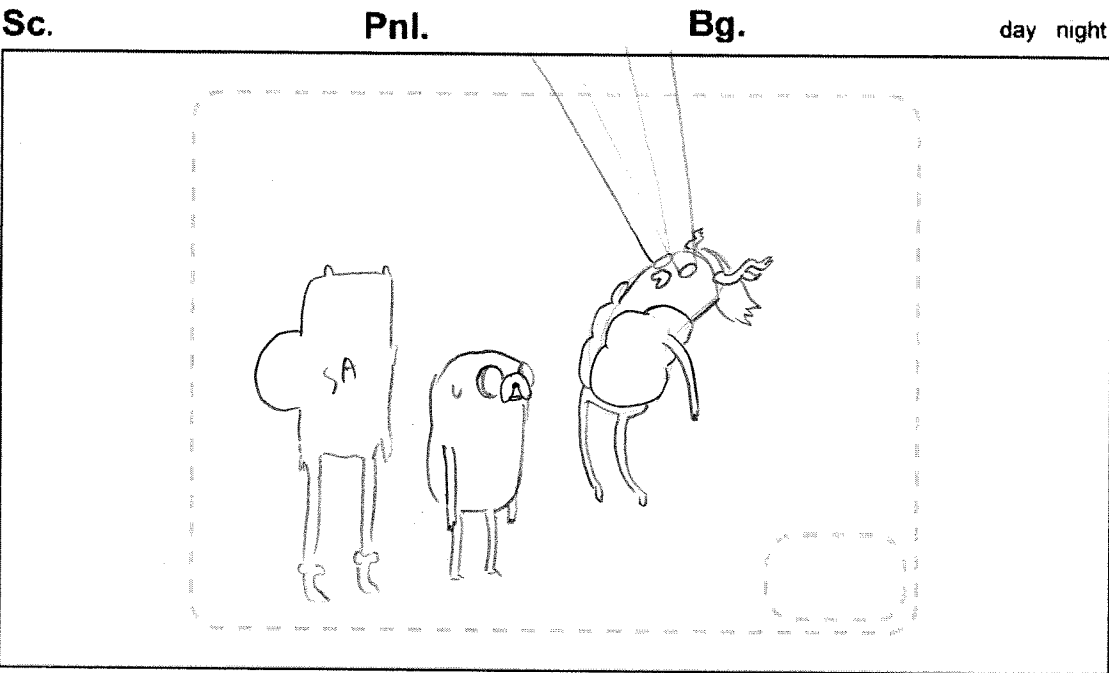
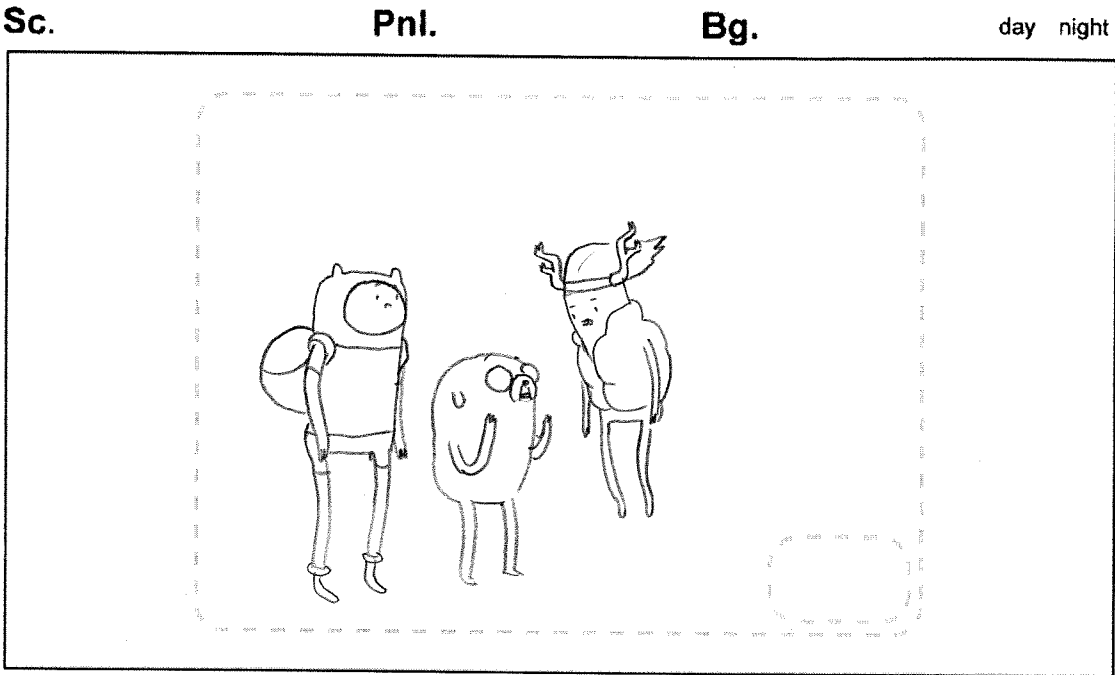


Dialog:	① my life IS LIKE A FART!	② I <u>know</u> you man! from the squeazy mart!
Action:		
Timing:		

EPISODE # 100877

Production :

# ADVENTURE TIME



Dialog: ① huh? ② ah! I'm starting to remember sfx = shahhhhh =

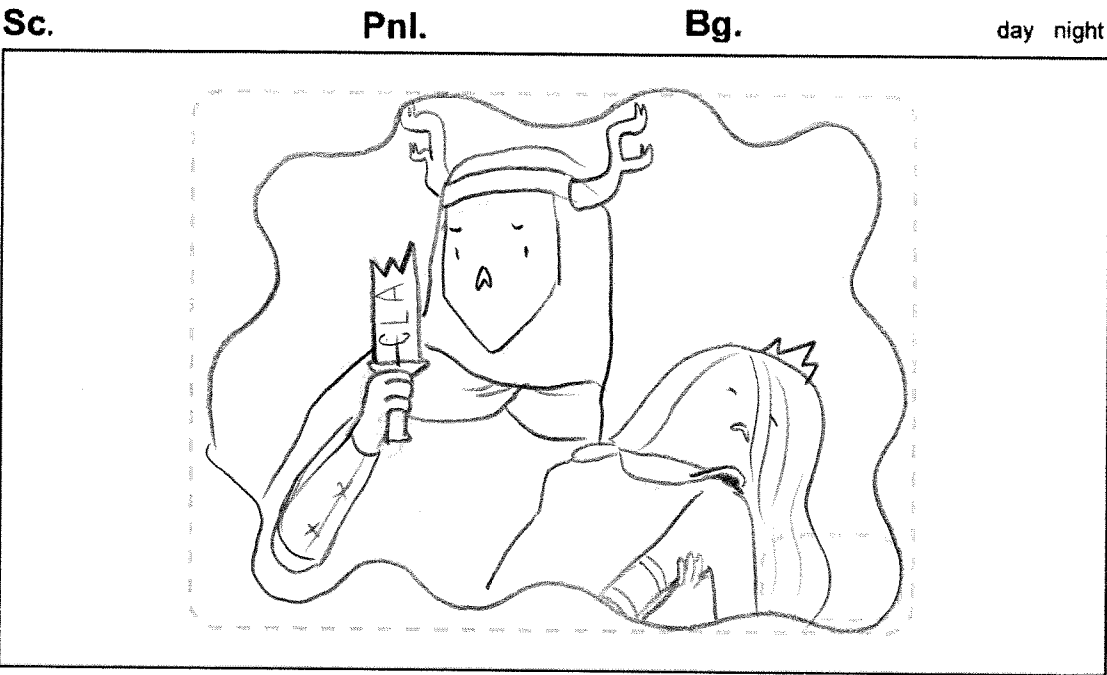
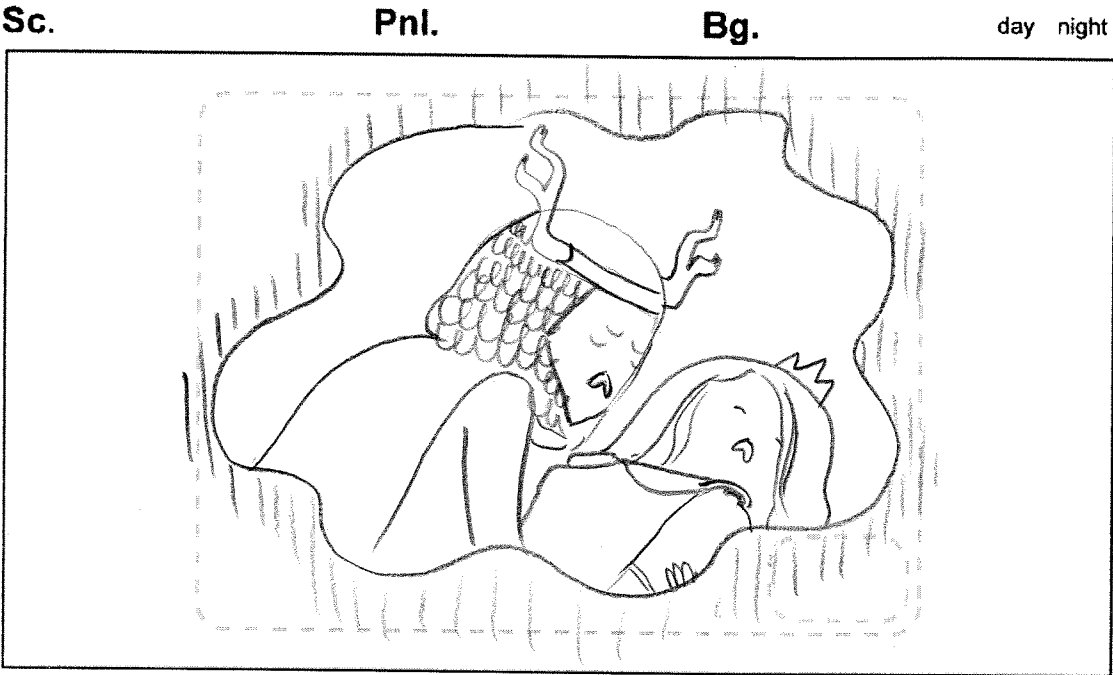
Action: ②

Timing:

EPISODE # 100877

Production :

# ADVENTURE TIME



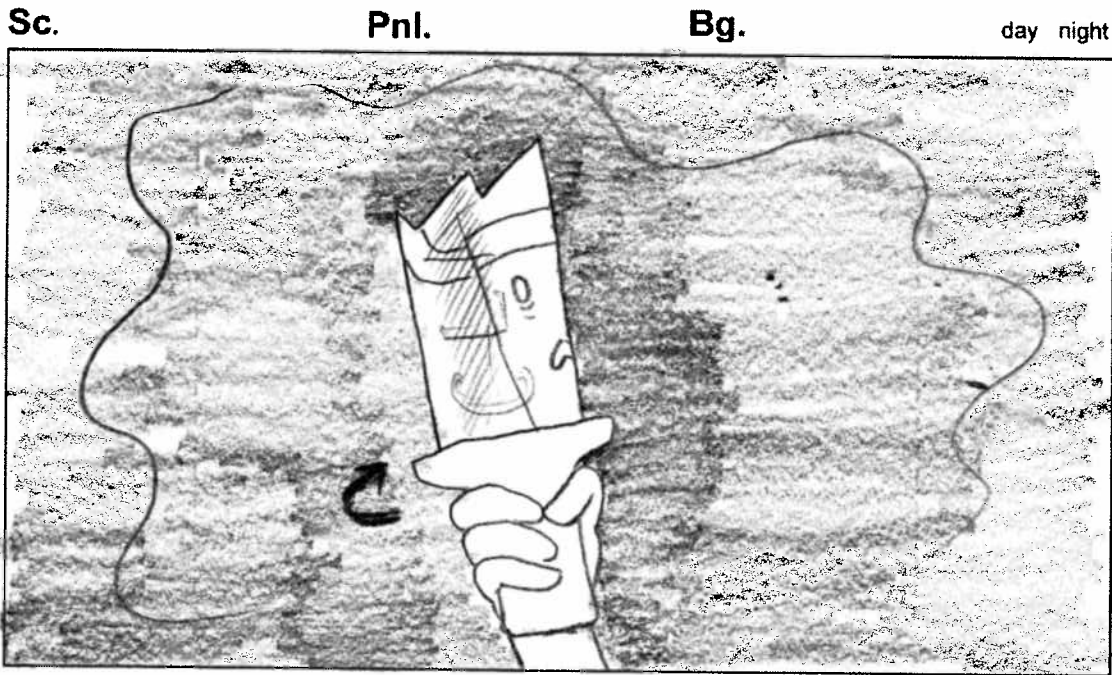
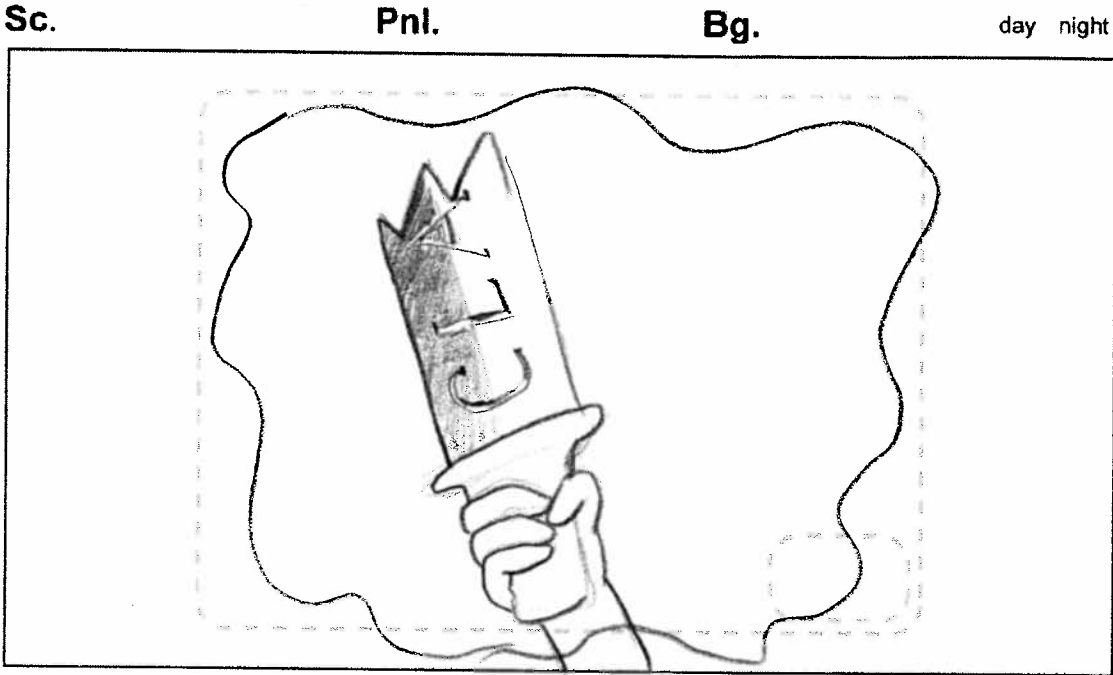
Dialog:	(C) (vo) How could I live	(C) (vo) with what I had done?
Action:		
Timing:		

EPISODE # 100877

Production :



ADVENTURE TIME

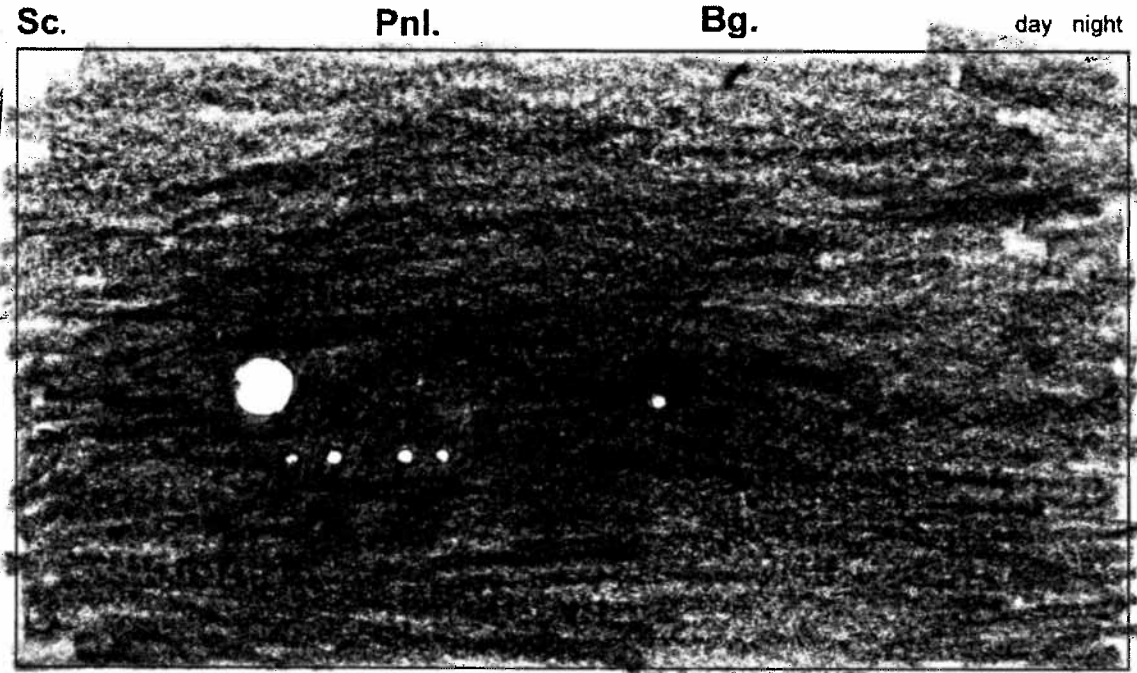
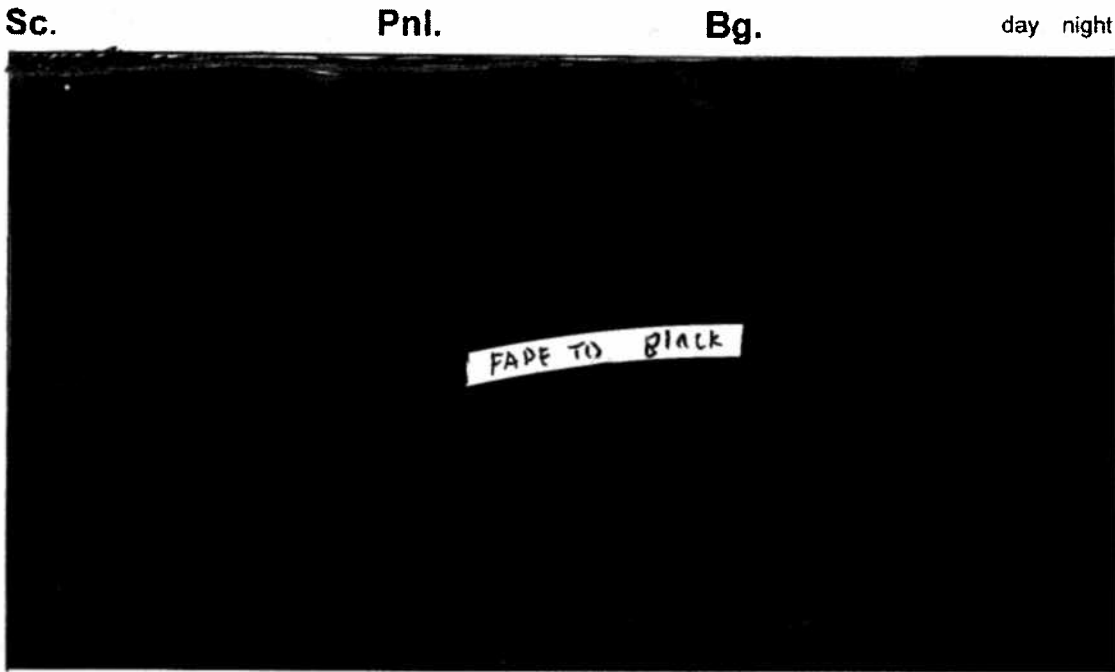


Dialog:	(C) I was a broken man.
Action:	broken dagger shifts to reflect clarence. Bg fades to black
Timing:	

EPISODE # 100877

Production :

# ADVENTURE TIME

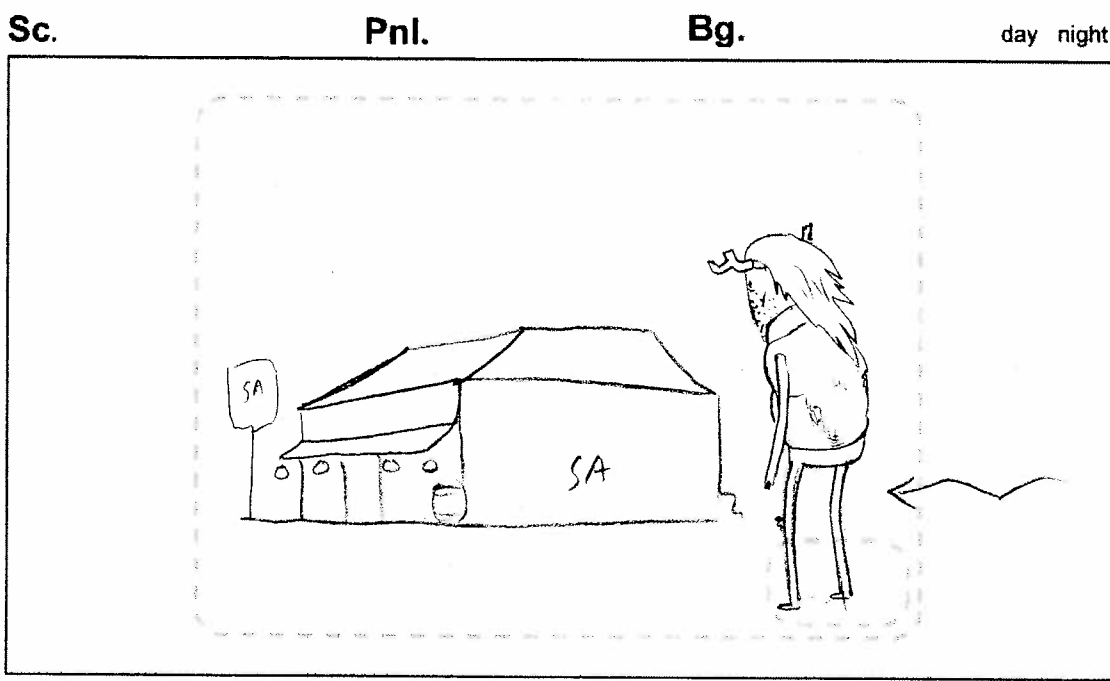
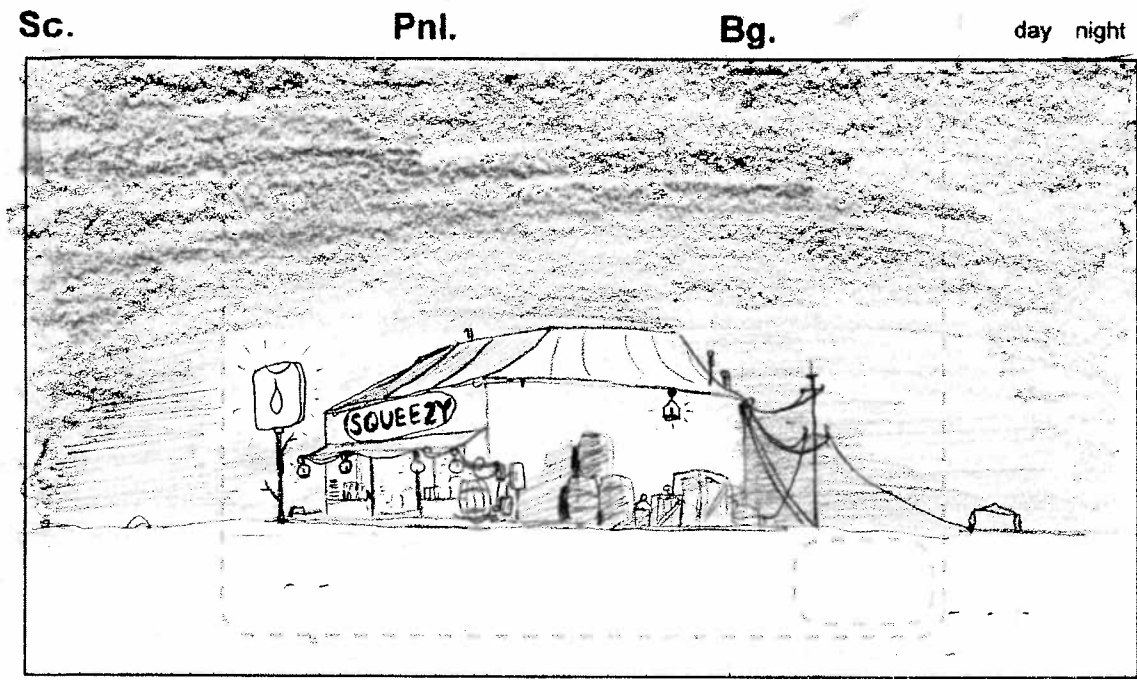


Dialog:
Action:
Timing:

Six spots of light fade in.

EPISODE # 100877  
Production :

# ADVENTURE TIME



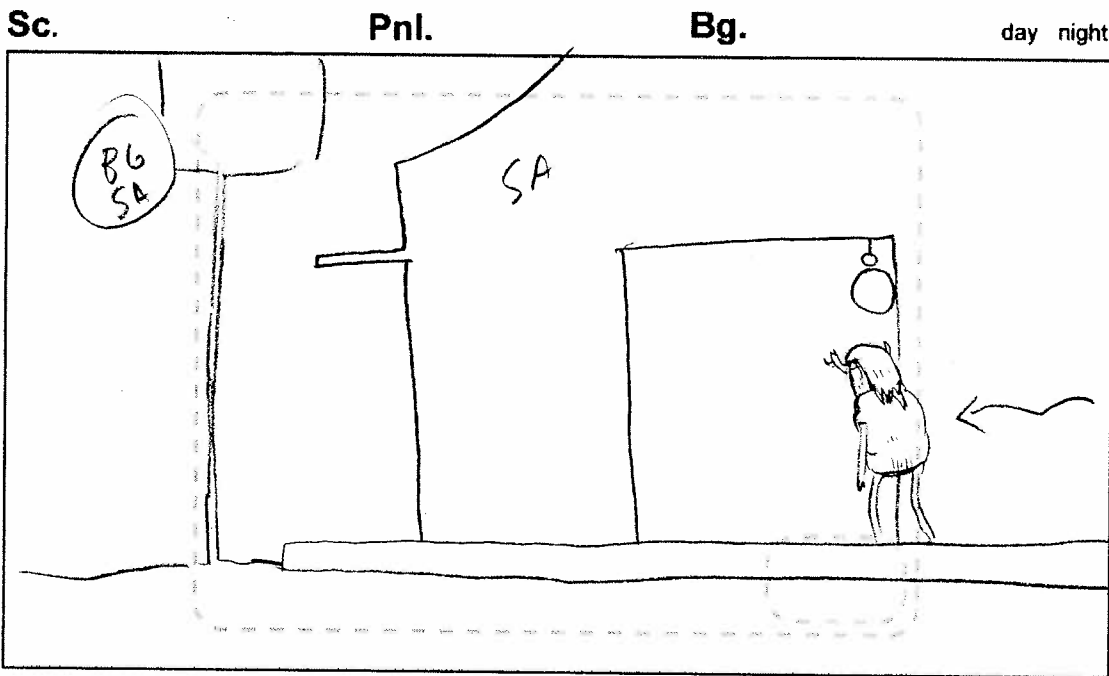
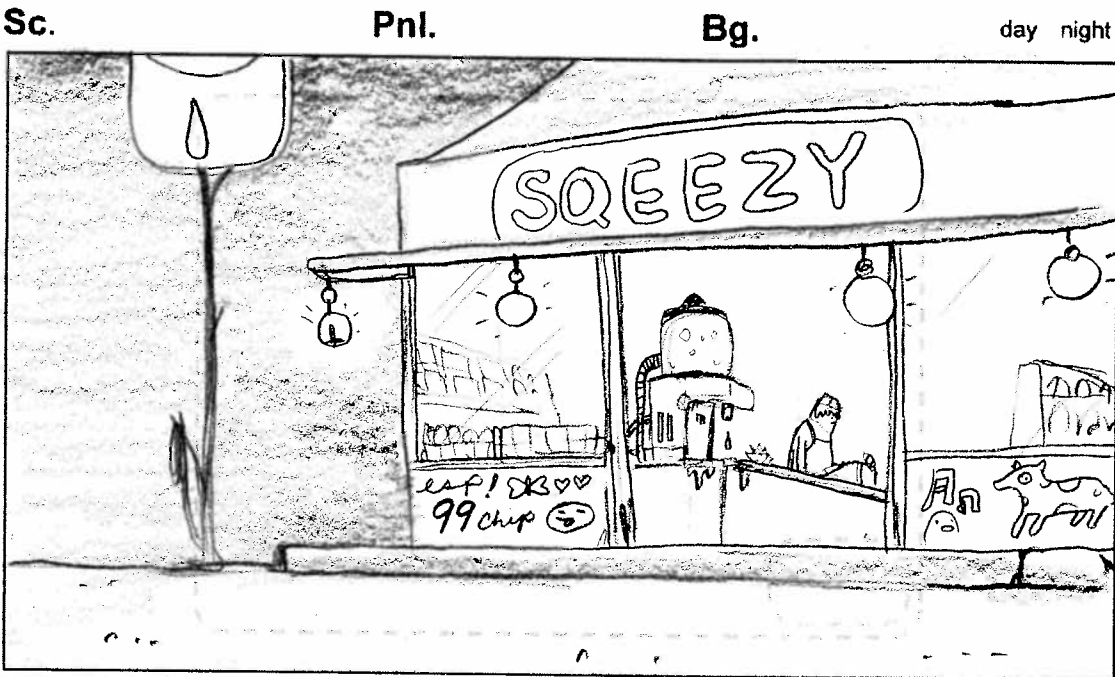
Dialog:	© (vo) never knowing or caring      © where I went.
Action:	
Timing:	

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

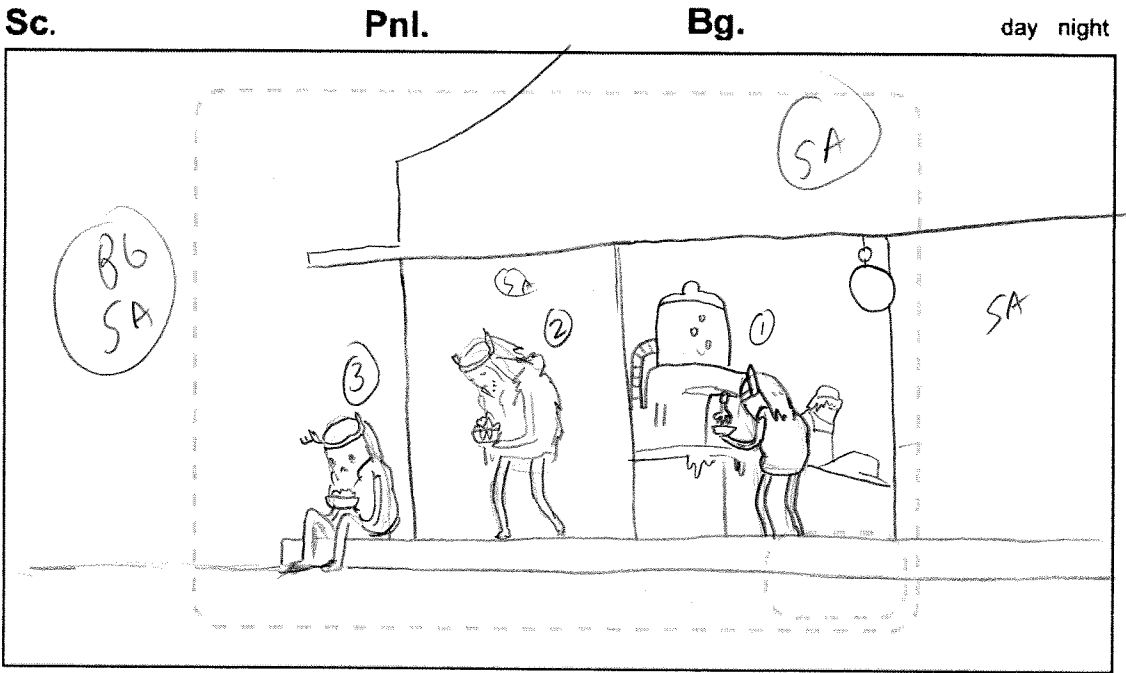
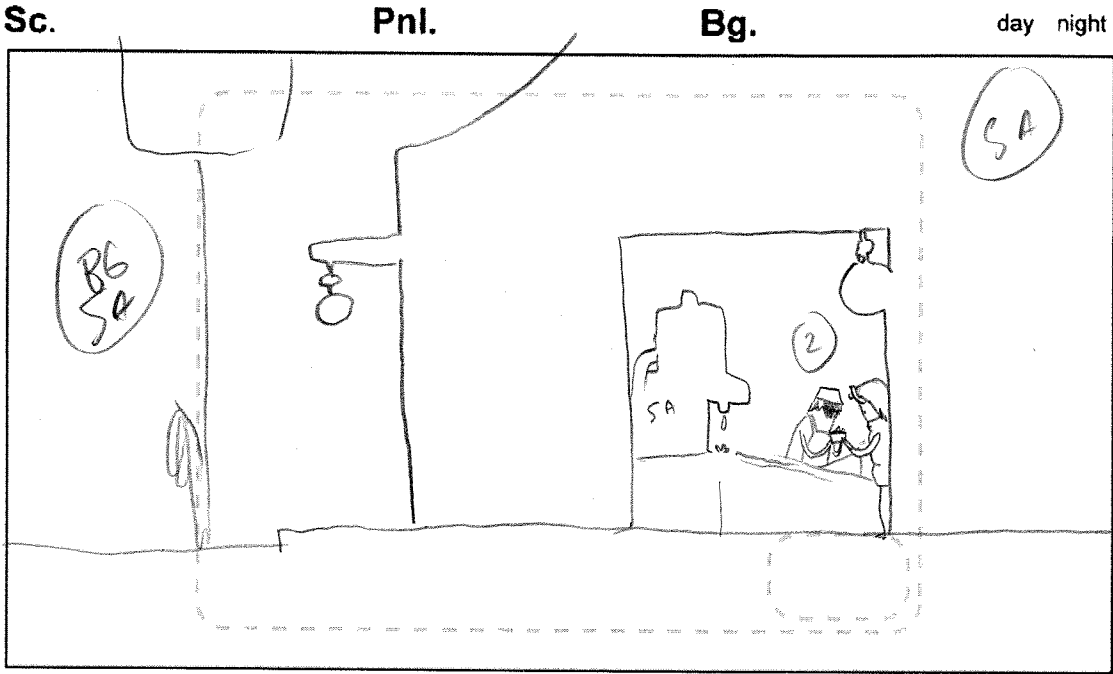


Dialog:
Action:
Timing:

EPISODE # 100877

Production :

# ADVENTURE TIME



Dialog:	
Action:	
①	Clarence drops a coin in the clerk's hand. clerk hands him a tray. Clarence puts Squeazy Cheese & walks out.
Timing:	

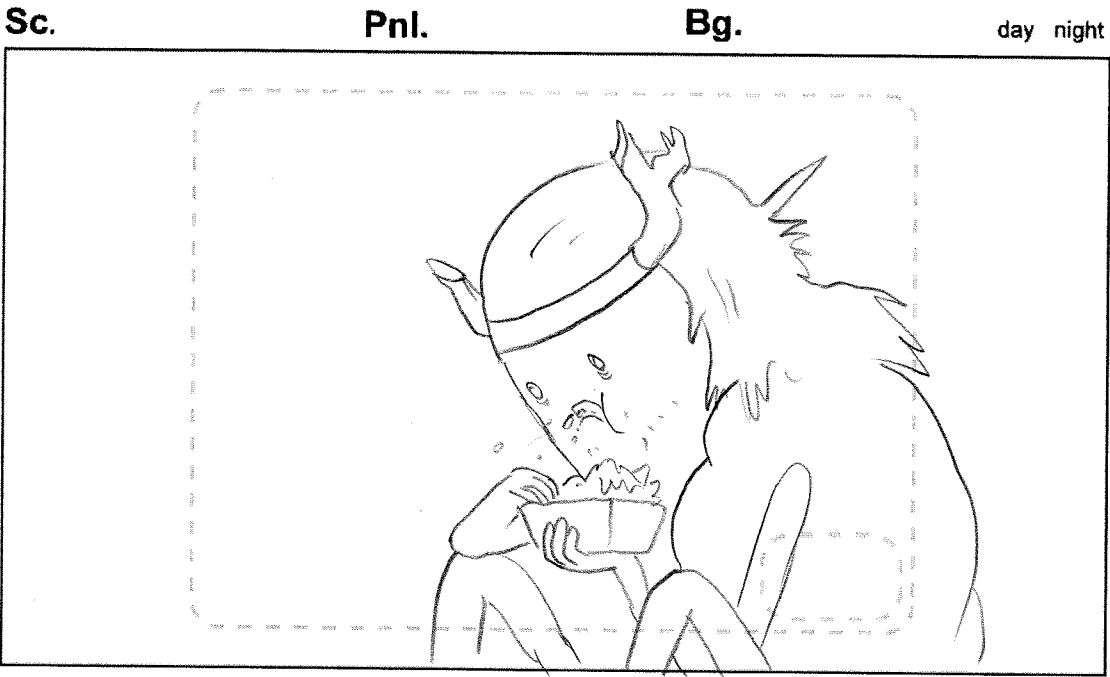
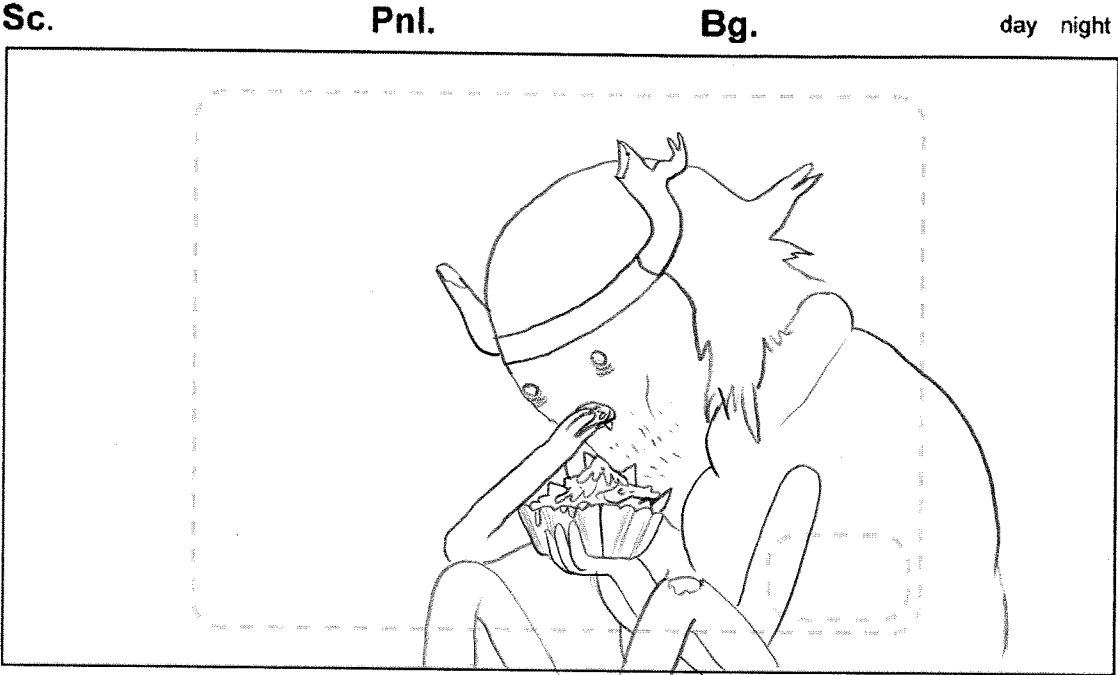
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 177



Dialog:

(Clarence) (talking while crunching on chips)  
"my life is like a fart"

Action:

Timing:

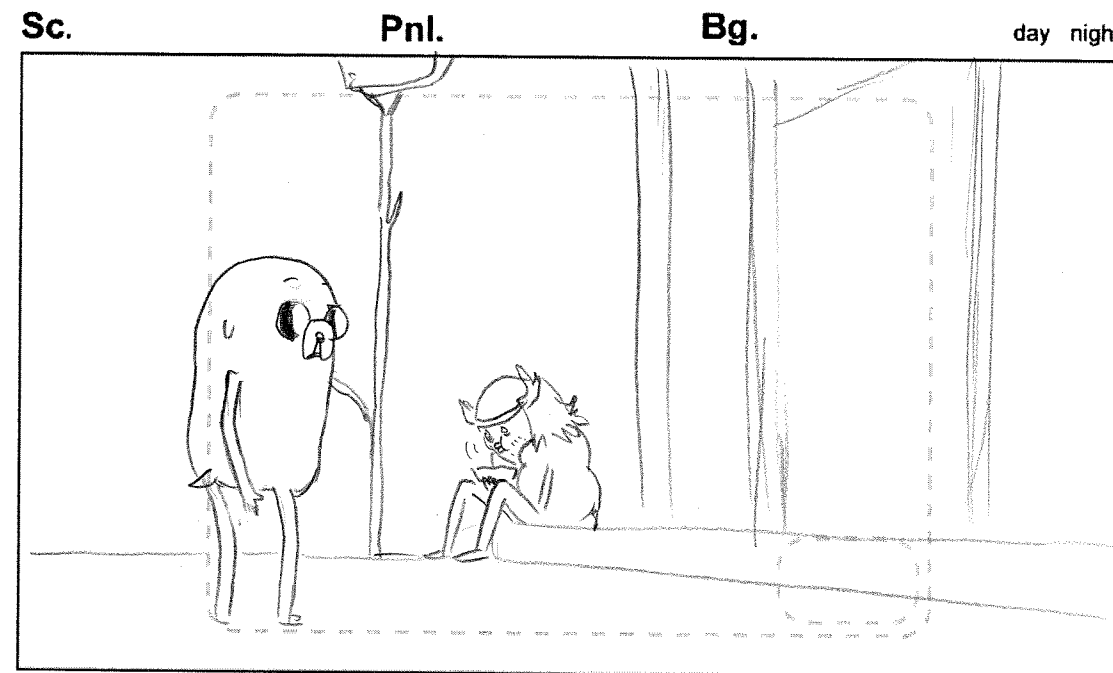
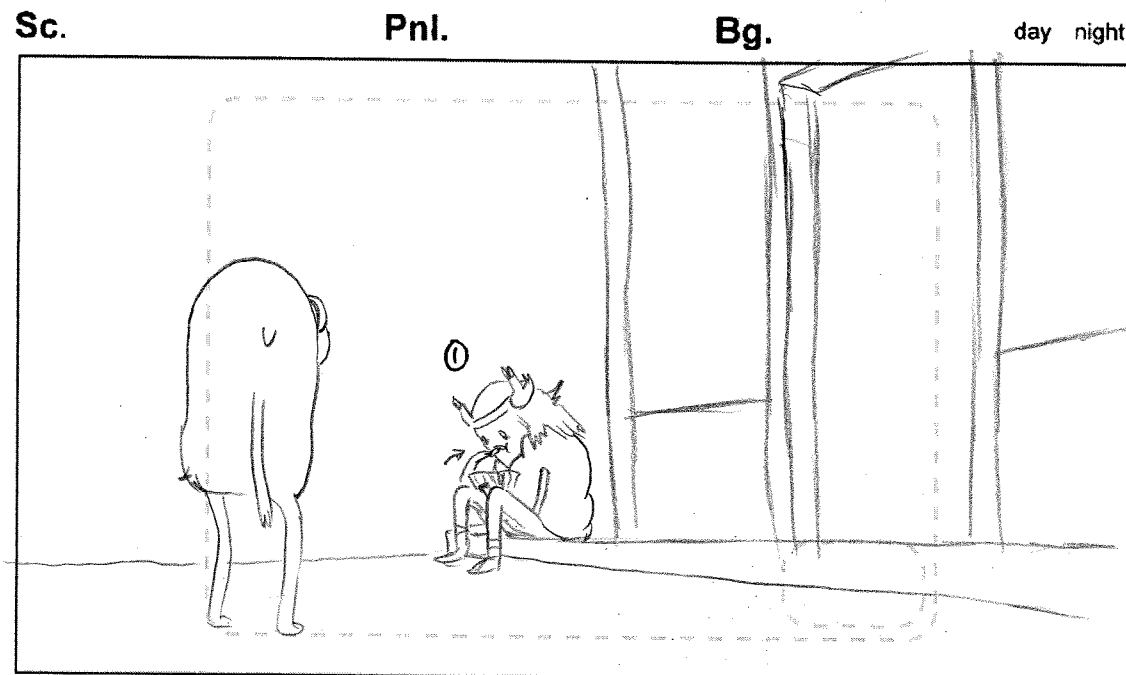
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 178



Dialog:

C: (mouth full) MY LIFE IS LIKE  
A FART!!

O: ..yesh..

Action:



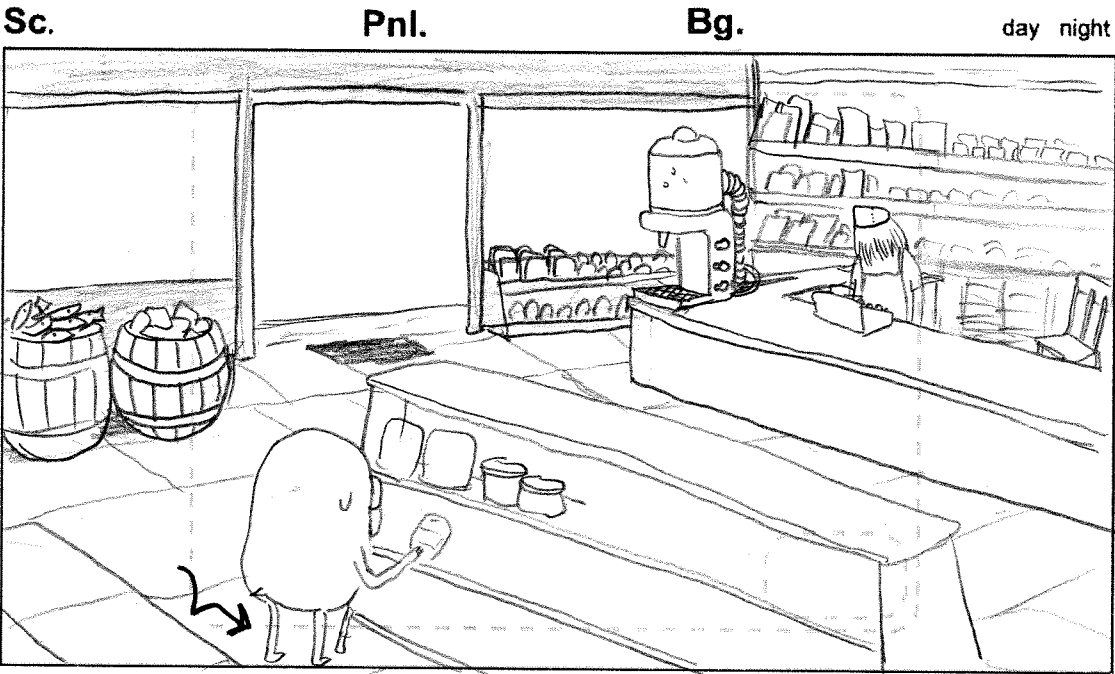
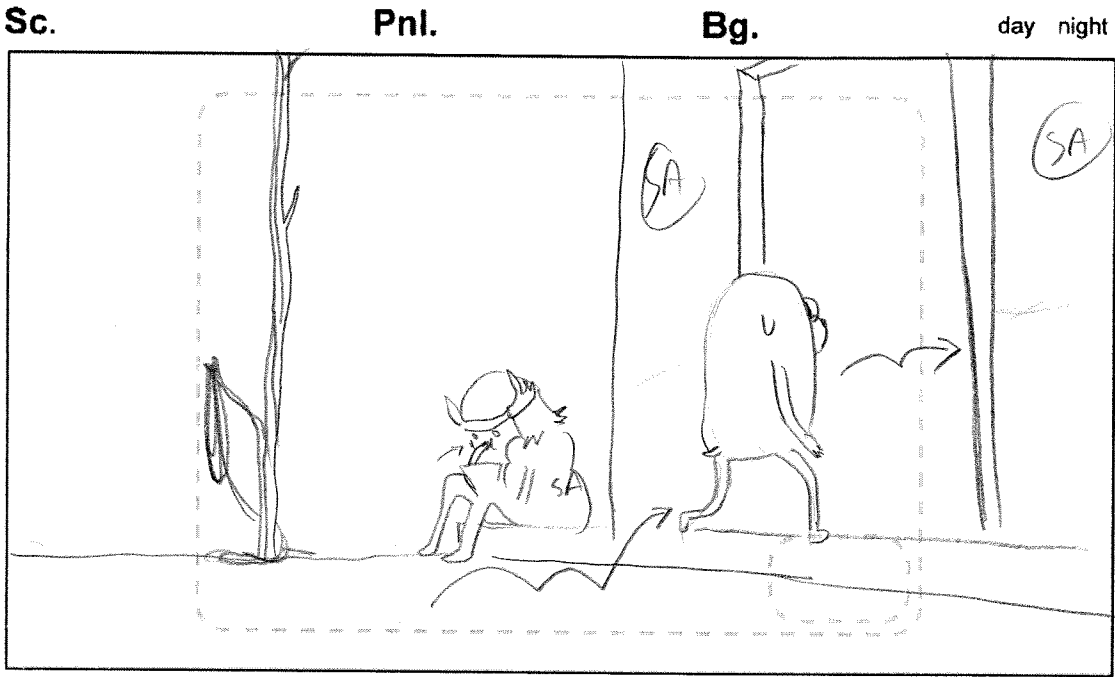
Jake half shrugs

Timing:

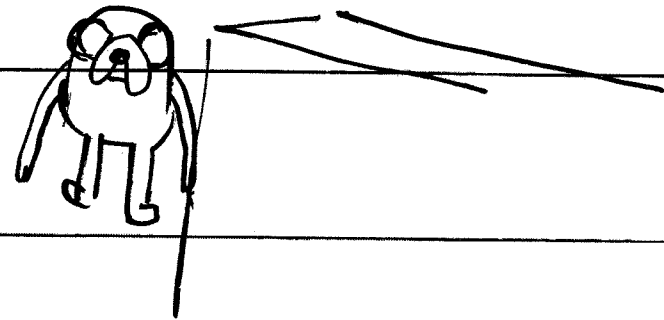
EPISODE # 100877

Production :

# ADVENTURE TIME



Dialog:	
Action:	J walks into Squeazy mat
Timing:	



EPISODE # 100877

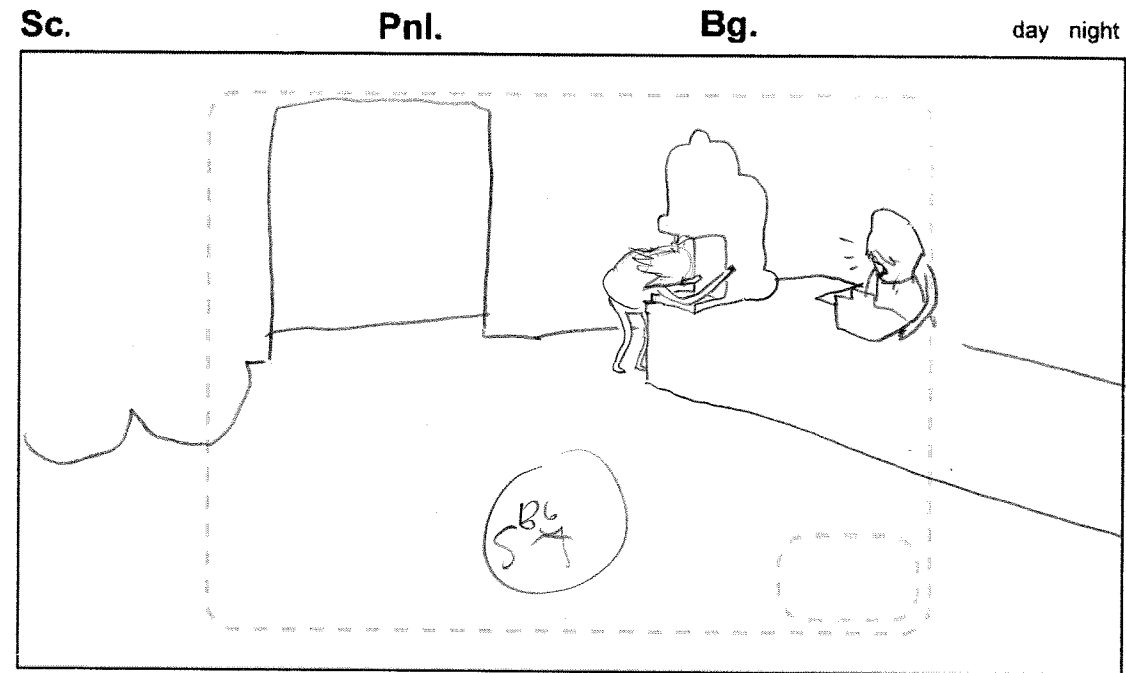
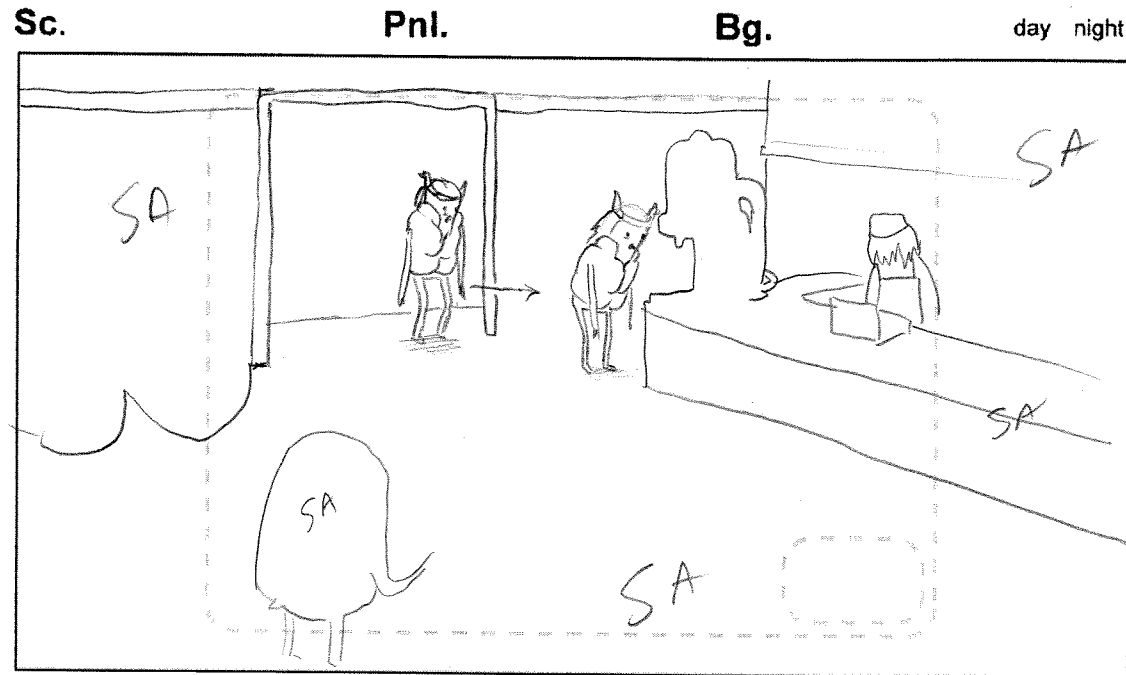
Production :



# ADVENTURE TIME



Page 180



Dialog:

clerk Hey! Hey stop that!  
clarence: \*gobble gobble choke\*

Action:

clarence guzzles cheese

Timing:

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

clarence: \*gargle gobble choke gobble\*

Action:

Timing:

EPISODE # 100877

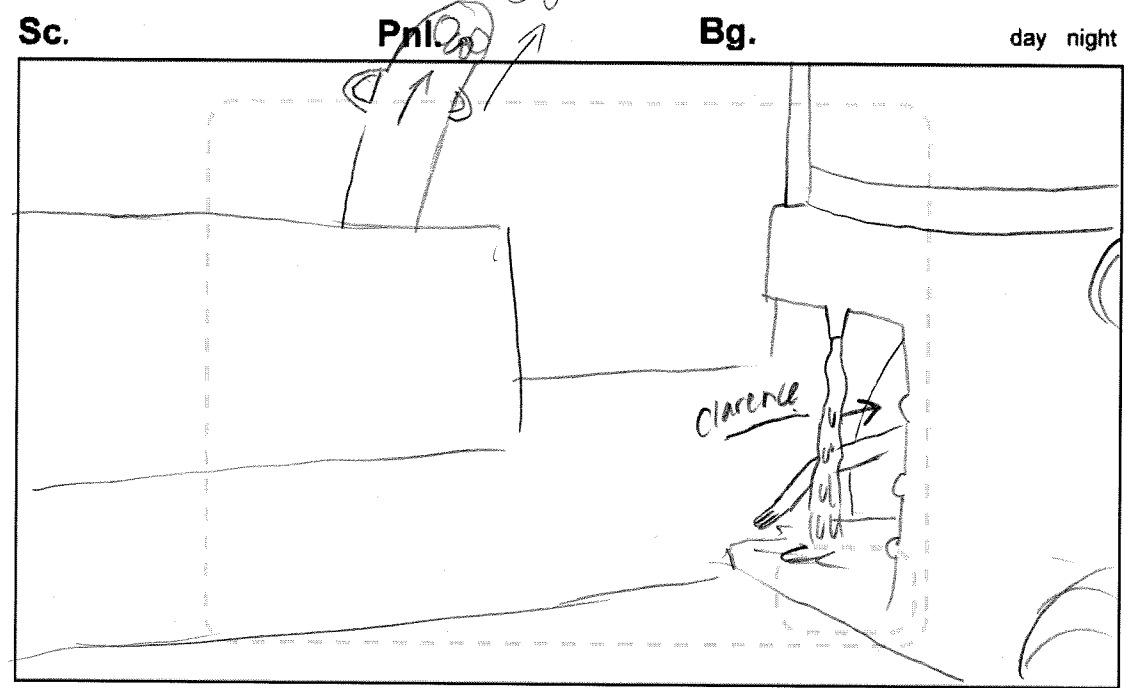
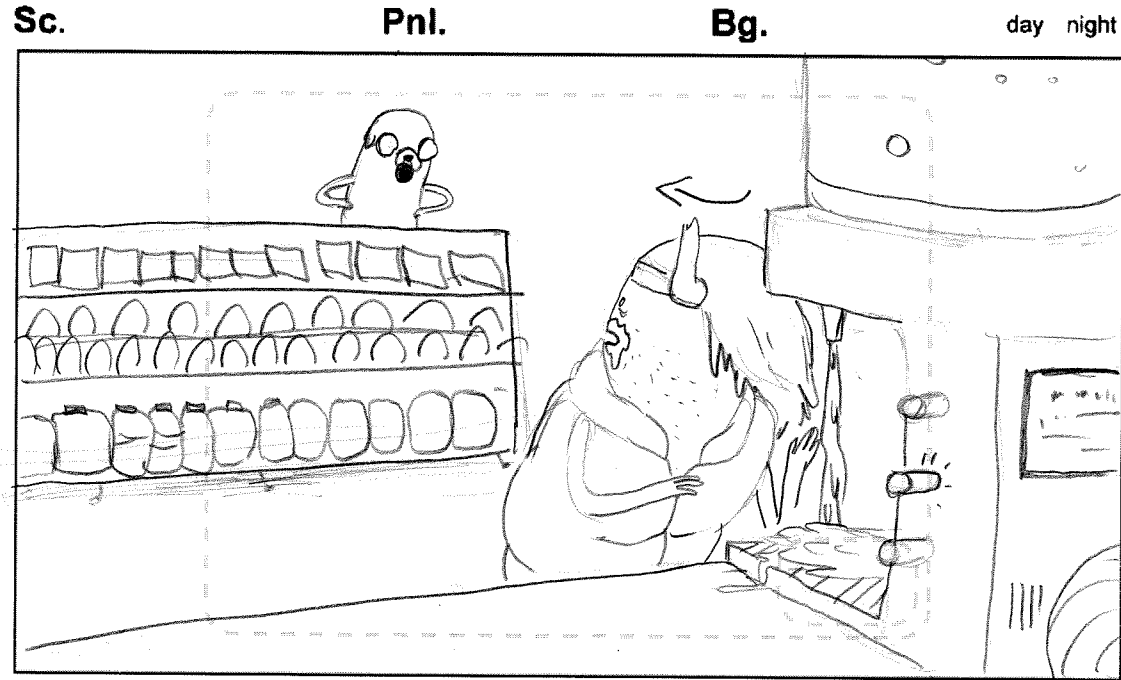
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 182



Dialog:	① citizen's arrest! clarence: huh?
Action:	Jake stretches up. Cheese keeps coming out clarence runs behind cheese machine
Timing:	

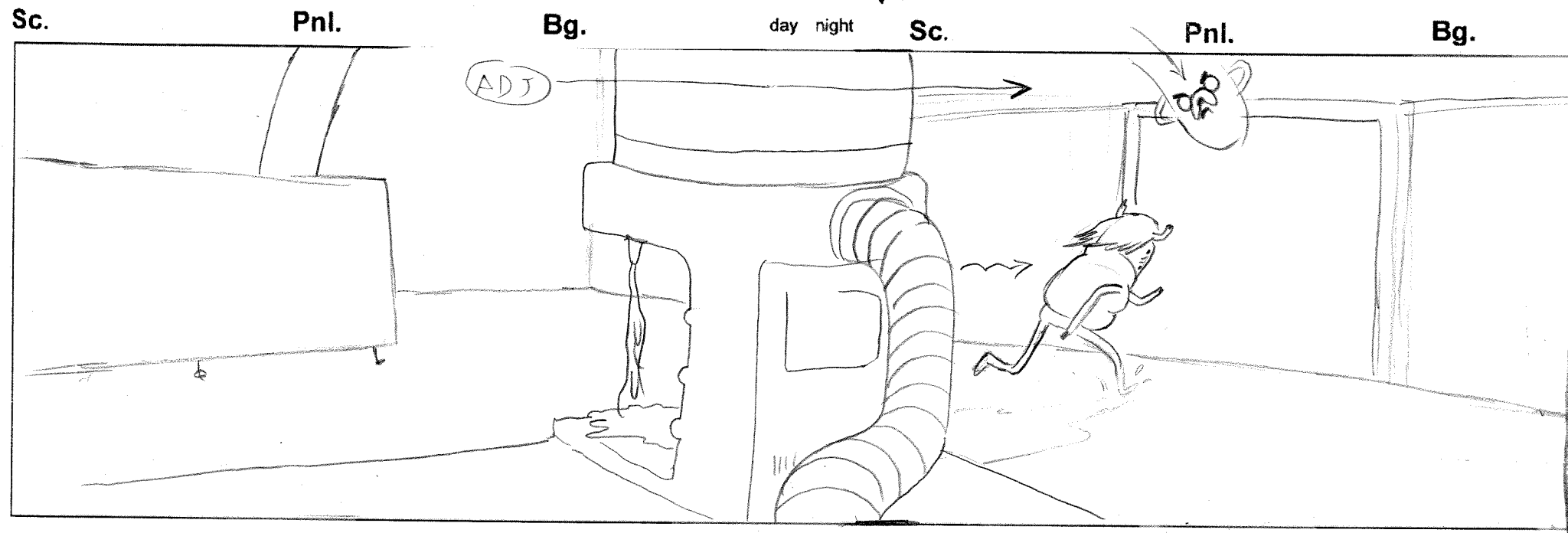
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 183



Dialog:
clarence : *running*
Action:
Timing:

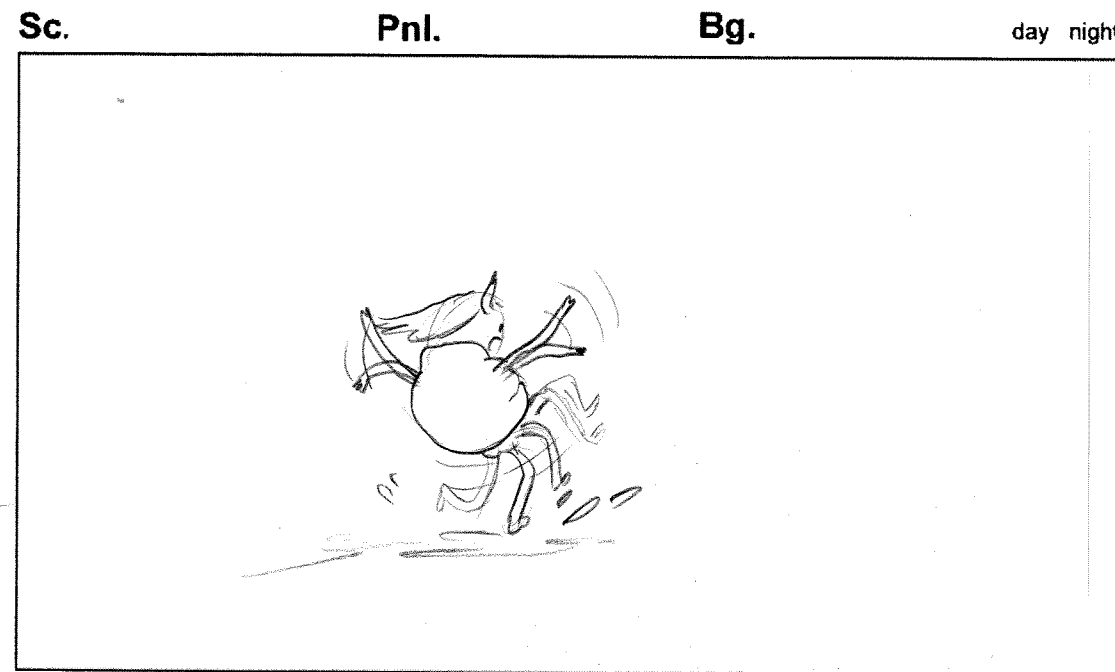
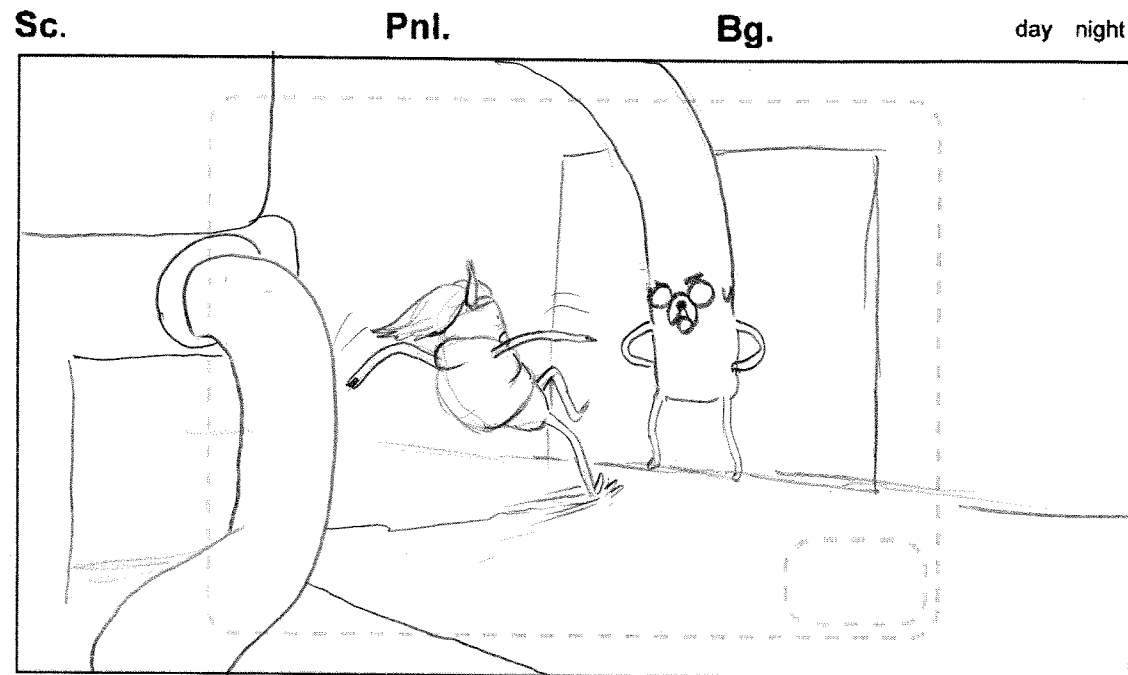
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 184



Dialog:	① oh no you don't! clarence: uh!	clarence: wooh ooohh!!
Action:	Clarence slips in puddle of cheese	
Timing:		

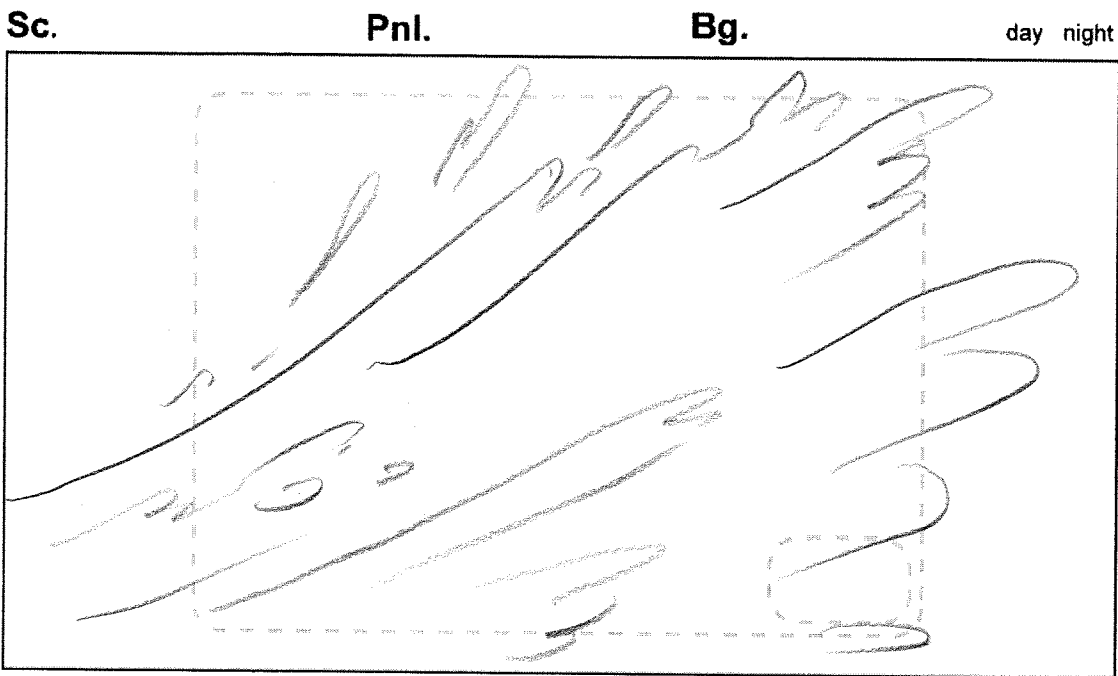
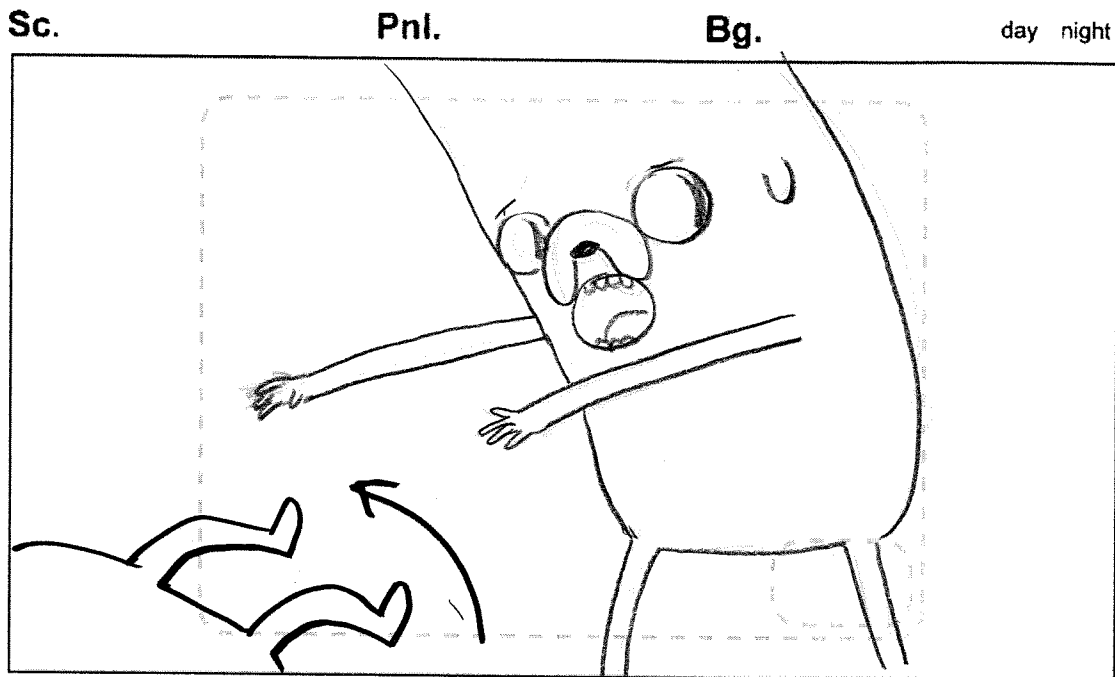
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 185



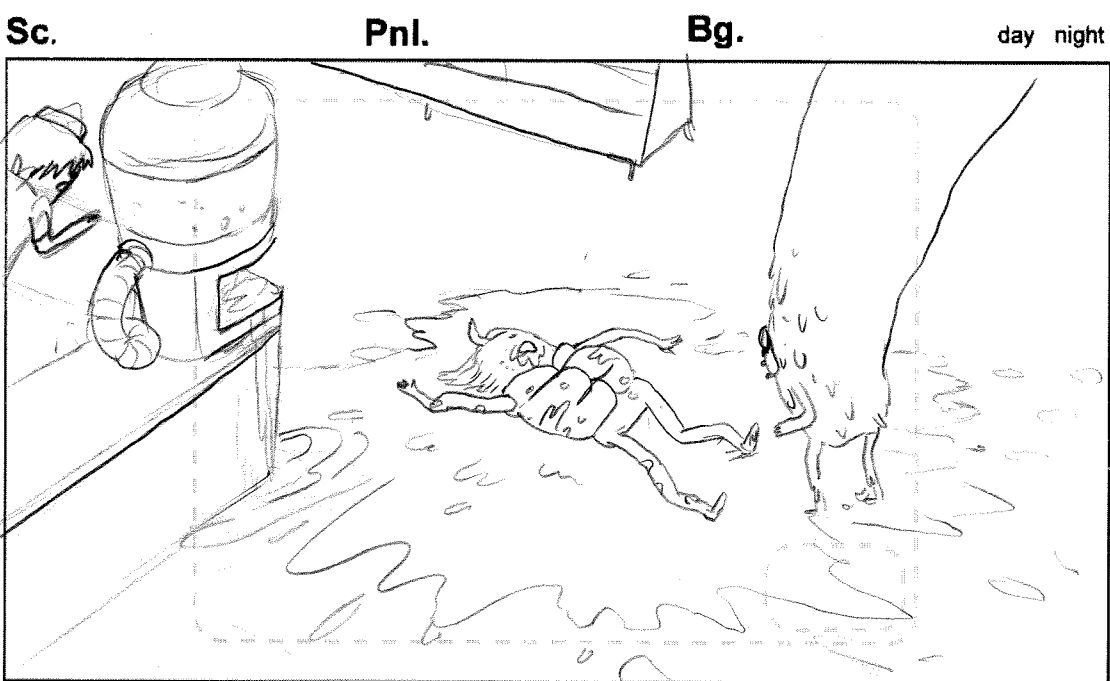
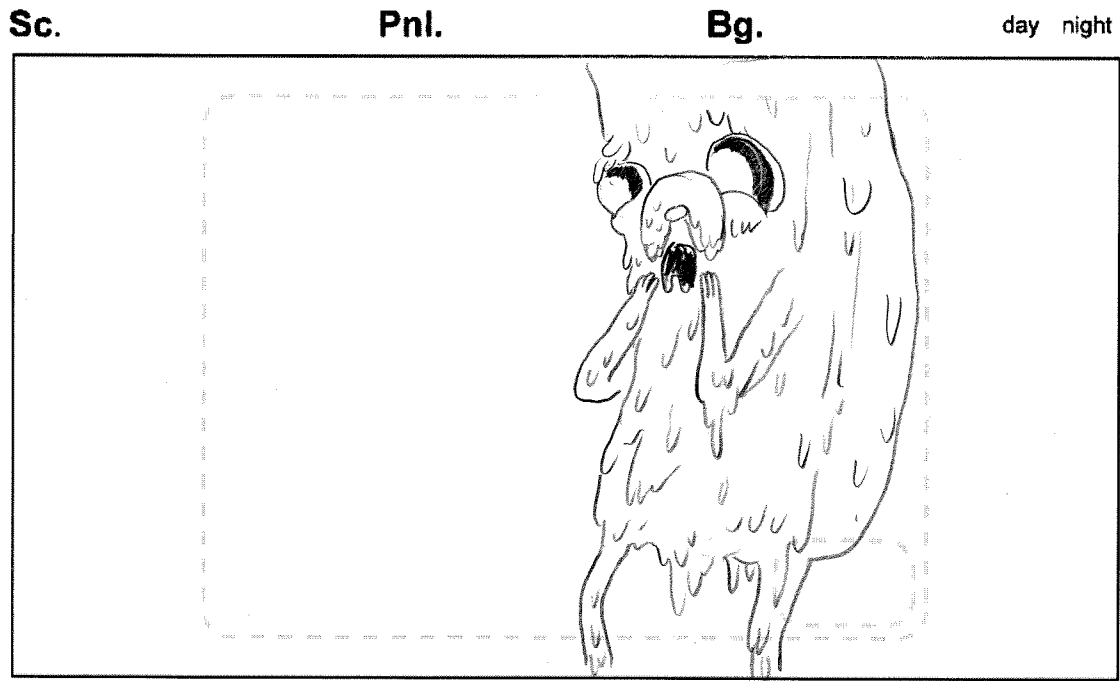
Dialog:	① hey be careful man!! clarence: AH/H/H!!!	≡ Splash / splat! ≡ + Bone Crunch sound
Action:	clarence Legs IN and OUT	Wave of cheese IN
Timing:		

EPISODE # 100877

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



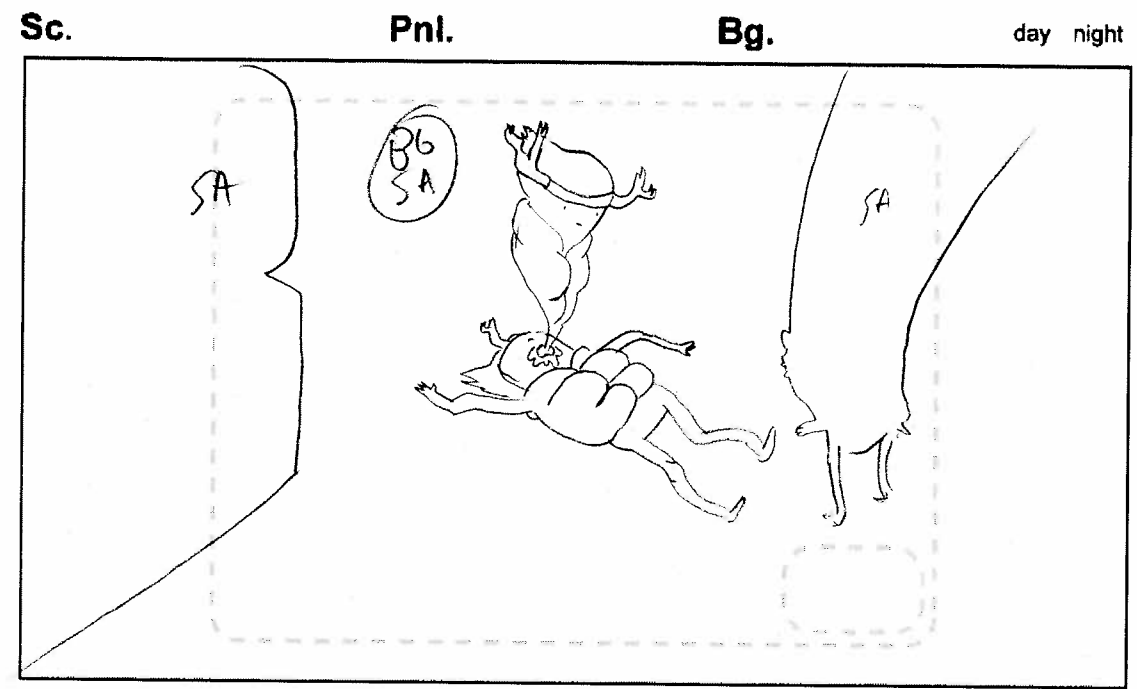
Dialog:
Action:
Timing:

EPISODE # 100877

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

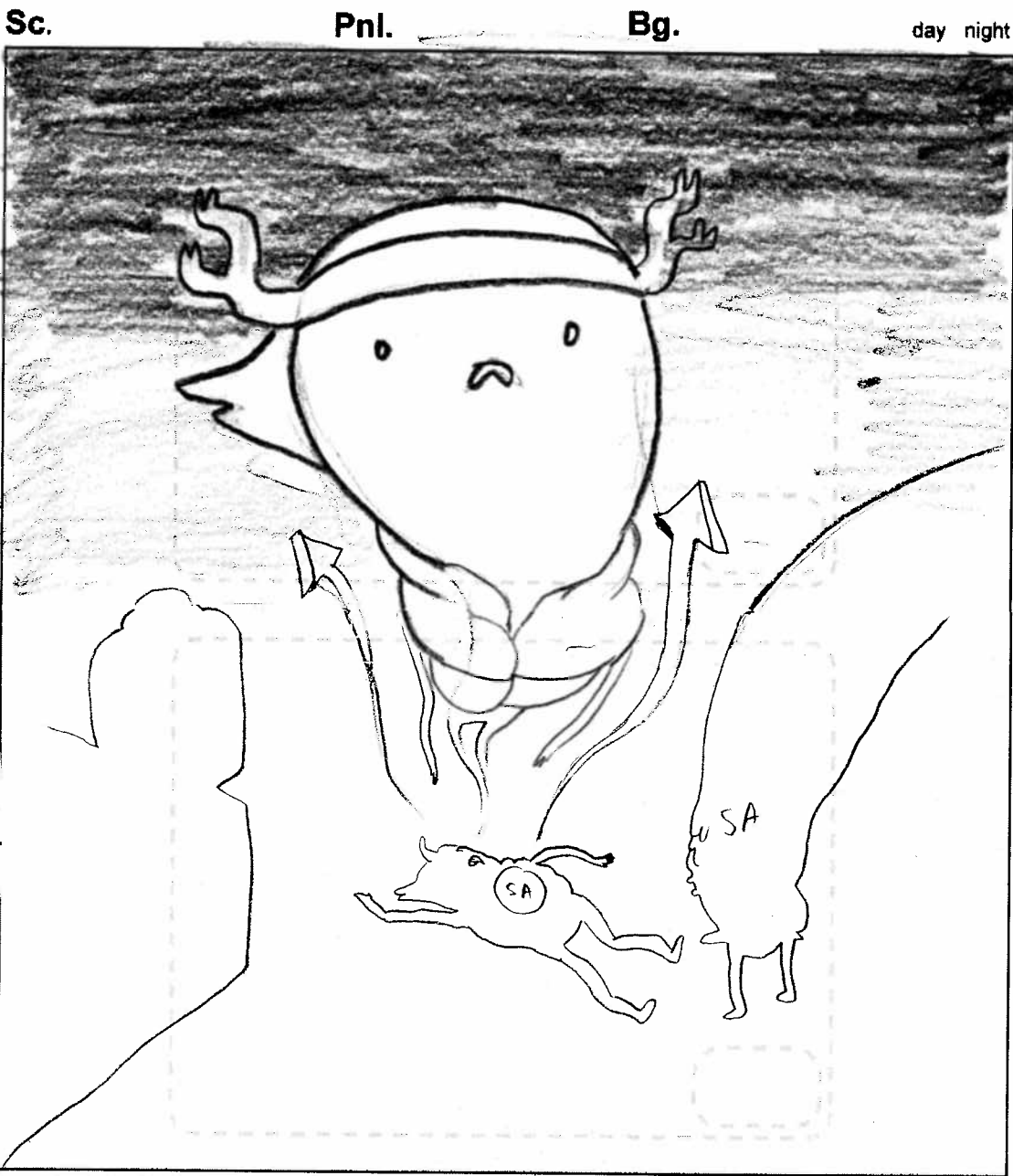
# ADVENTURE TIME



Dialog:

Action: Clarence ghost rises out of clarence's mouth. pan up as bg fades to black

Timing:



EPISODE # 100877

Production :



# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	
Action:	clarence ghost towards camera his ghost body is radiantly shining. it fills the screen.
Timing:	

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

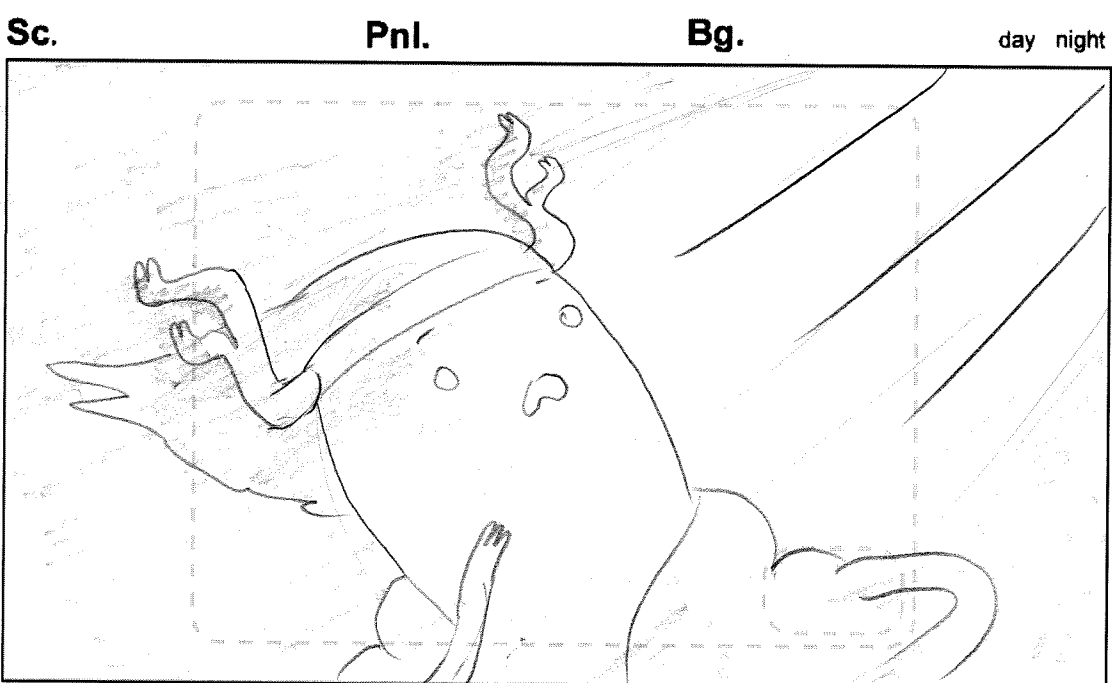
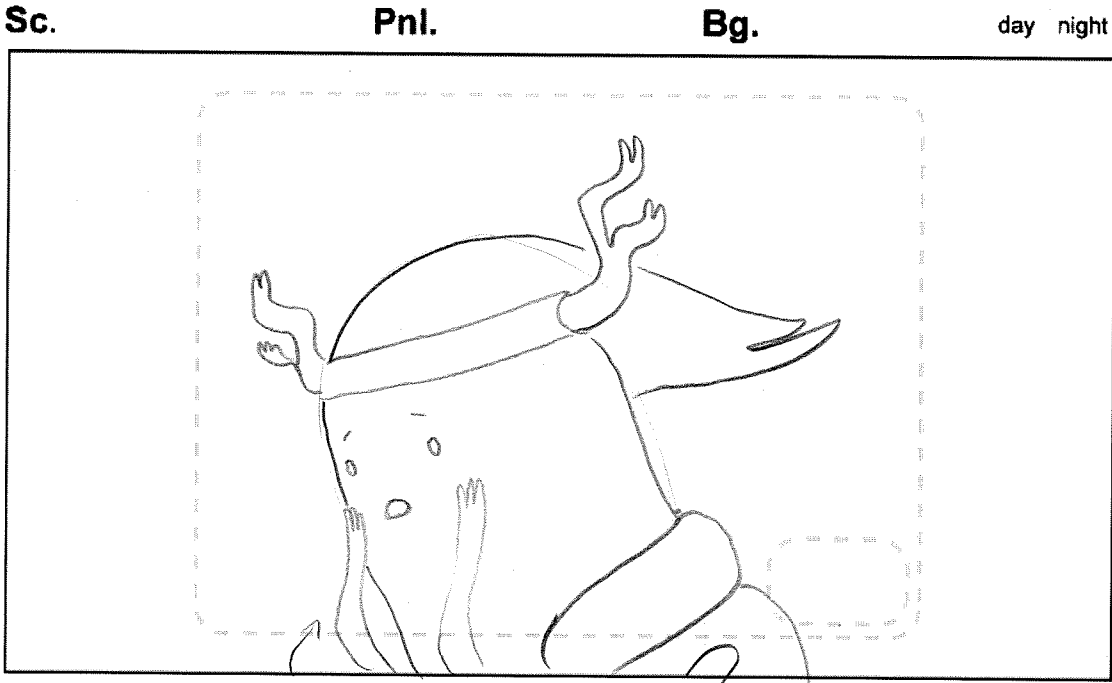
Sc. Pnl. Bg. day night

Dialog:	(F!) so that's why you don't like squeazy cheese.
Action:	
Timing:	

EPISODE # 100877

Production :

ADVENTURE TIME



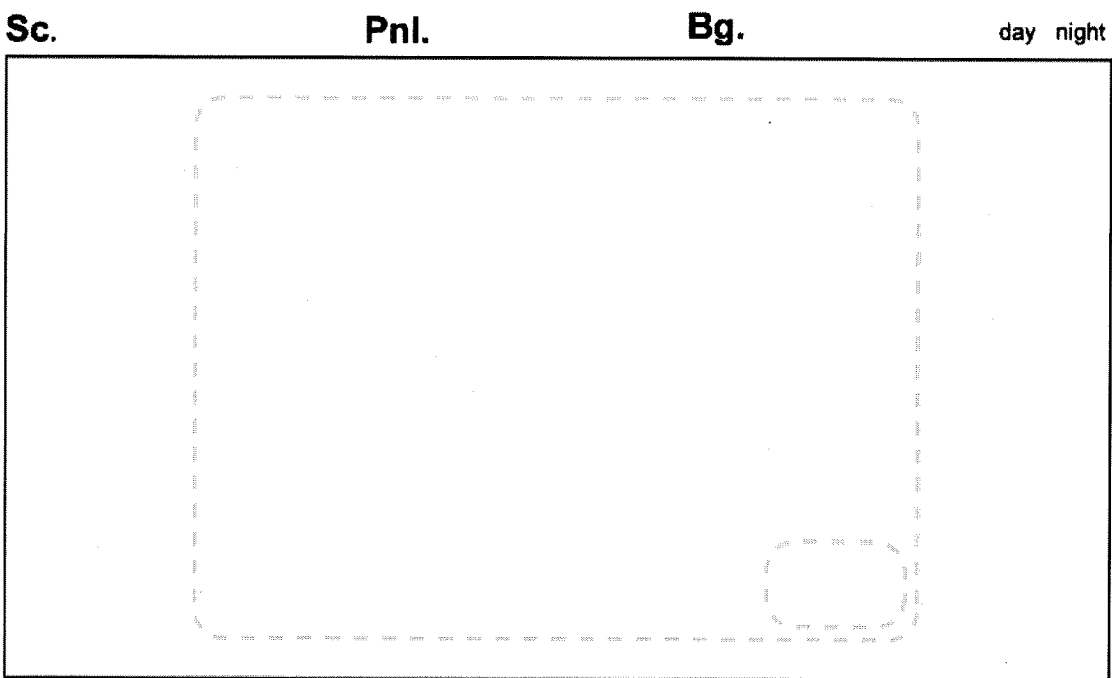
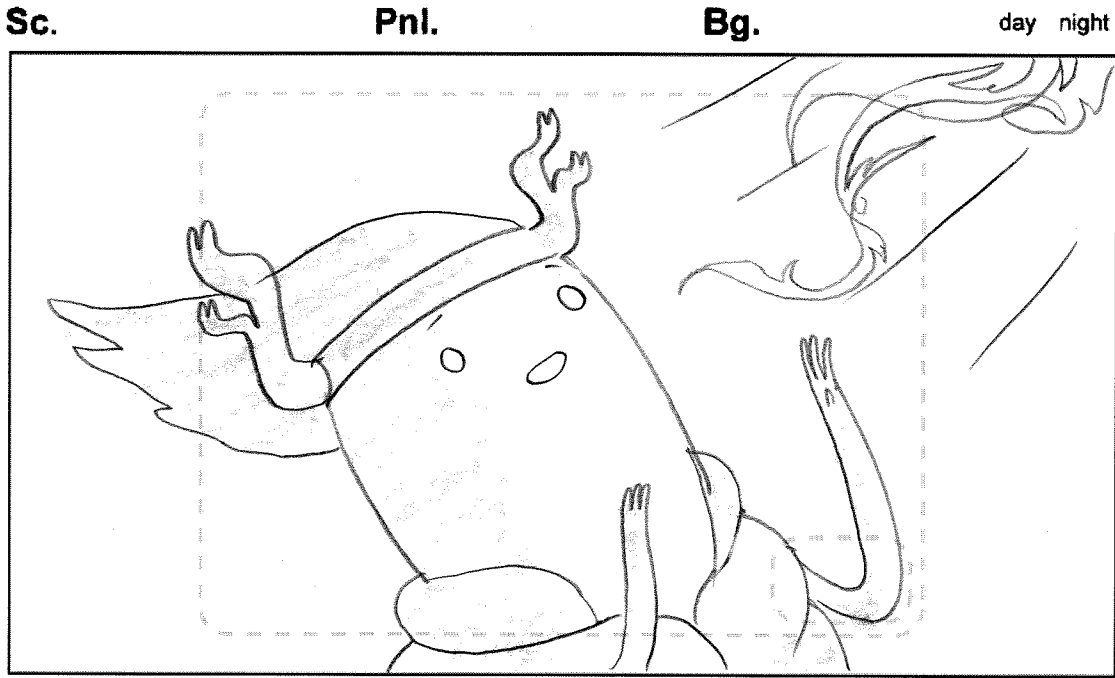
Dialog:	(C) woah..	GP: Clearance
Action:	Celestial light shines on darence	
Timing:		

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 191



Dialog:

Action:

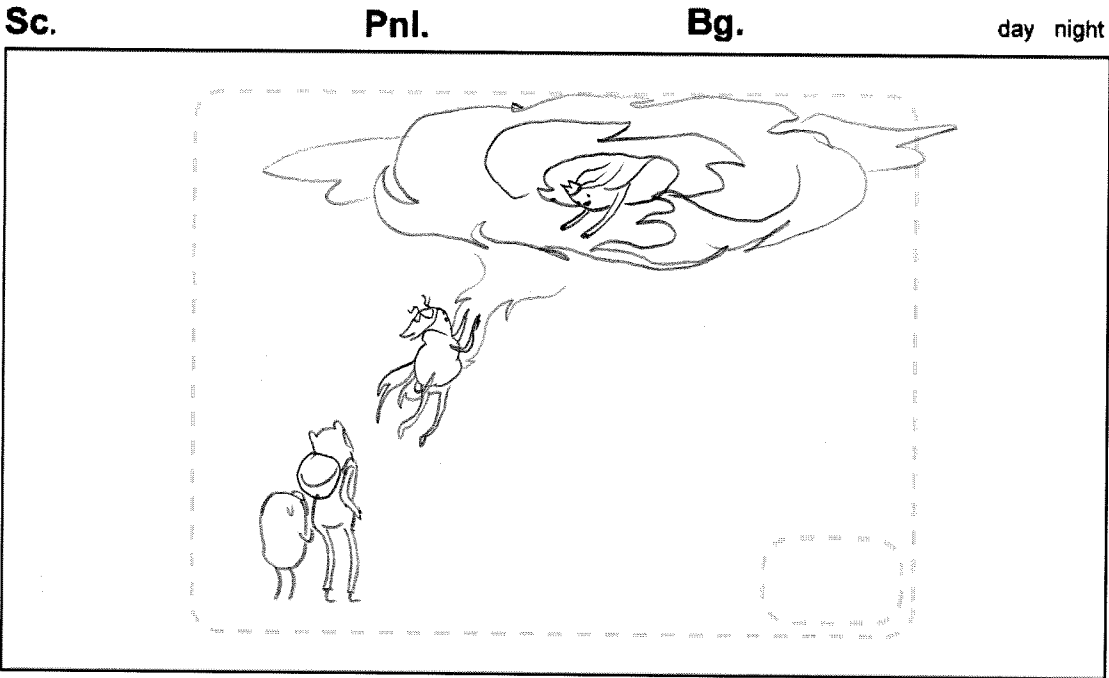
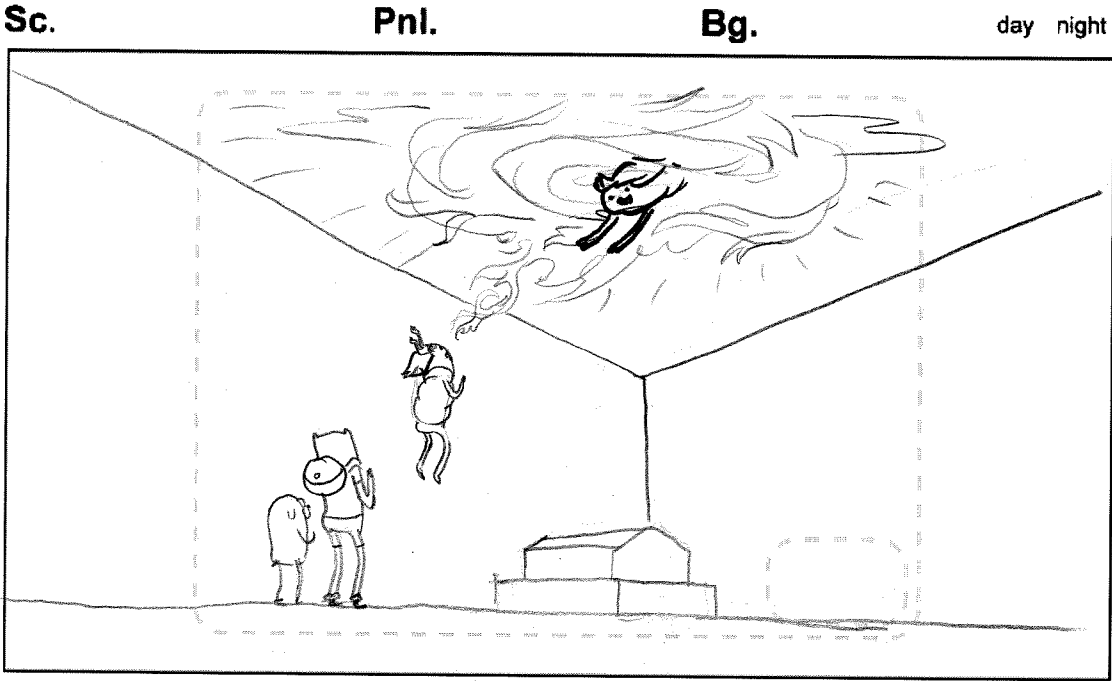
Shining transparent tendrils of light enter from above

Timing:

EPISODE # 100877

Production :

# ADVENTURE TIME



Dialog:	Ghost c: princess...
Action:	
Timing:	

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

BG/SA

Sc. Pnl. Bg. day night

SA

Dialog:
Action:
Timing:

EPISODE # 100877

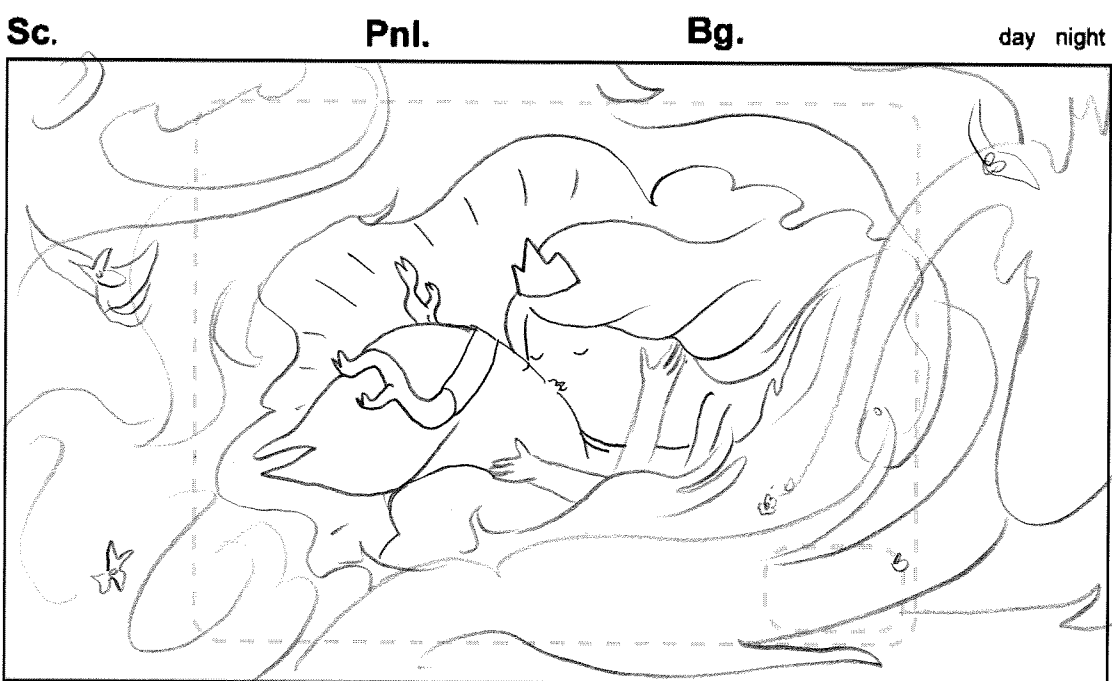
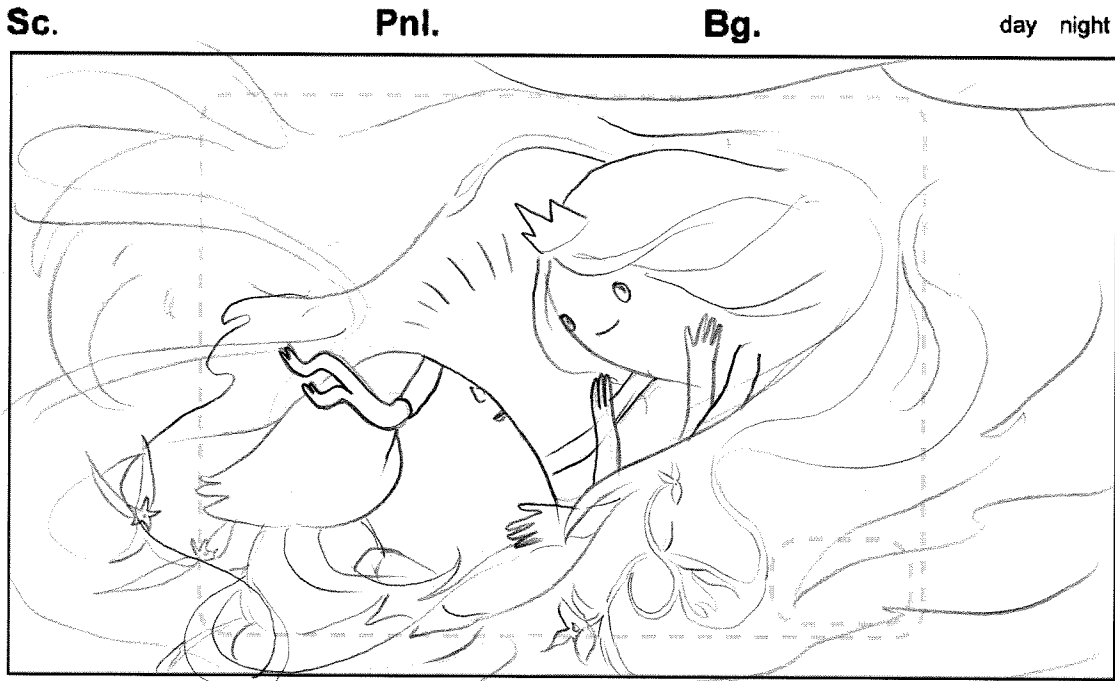
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 194



Dialog:
Action:
Timing:

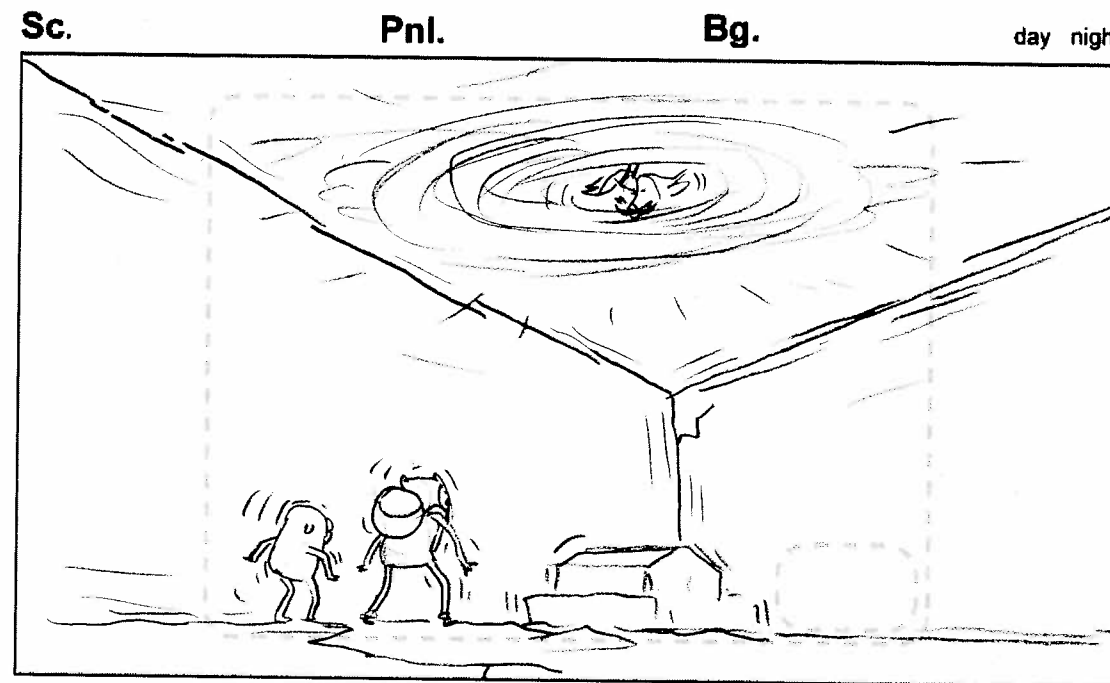
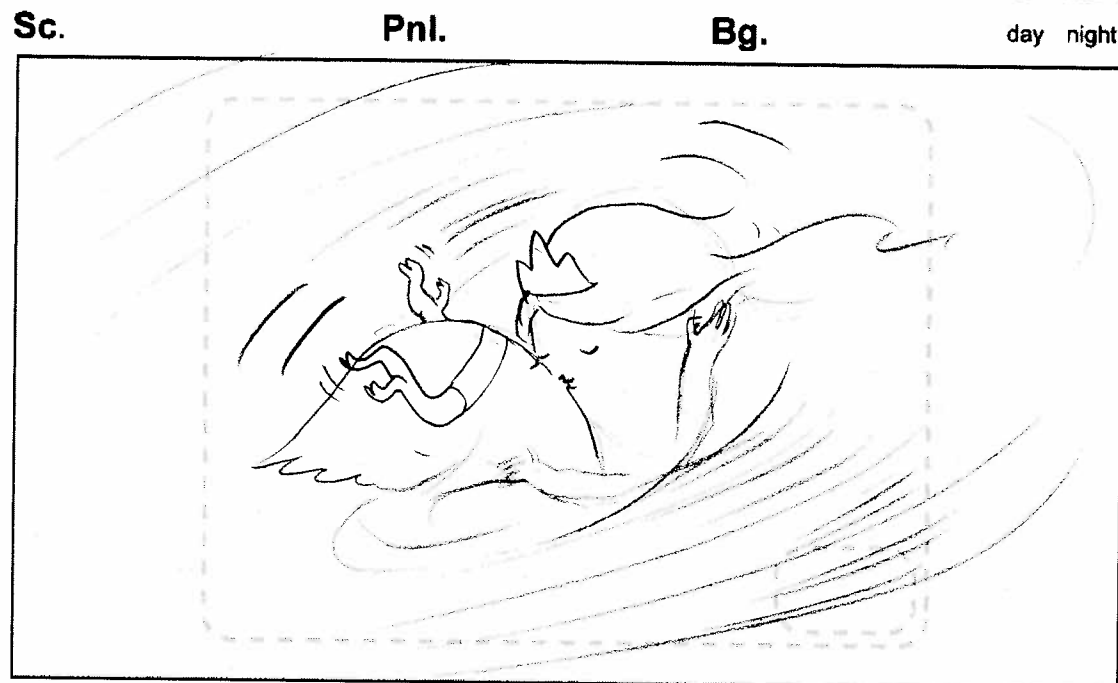
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 199



Dialog:  
sfx (Rumbling)

(Rumbling & shaking)

Action:  
light swirls around them like a whirlpool  
Clarence & GP keep kissing while the mausoleum shakes

Timing:

EPISODE # 100877

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



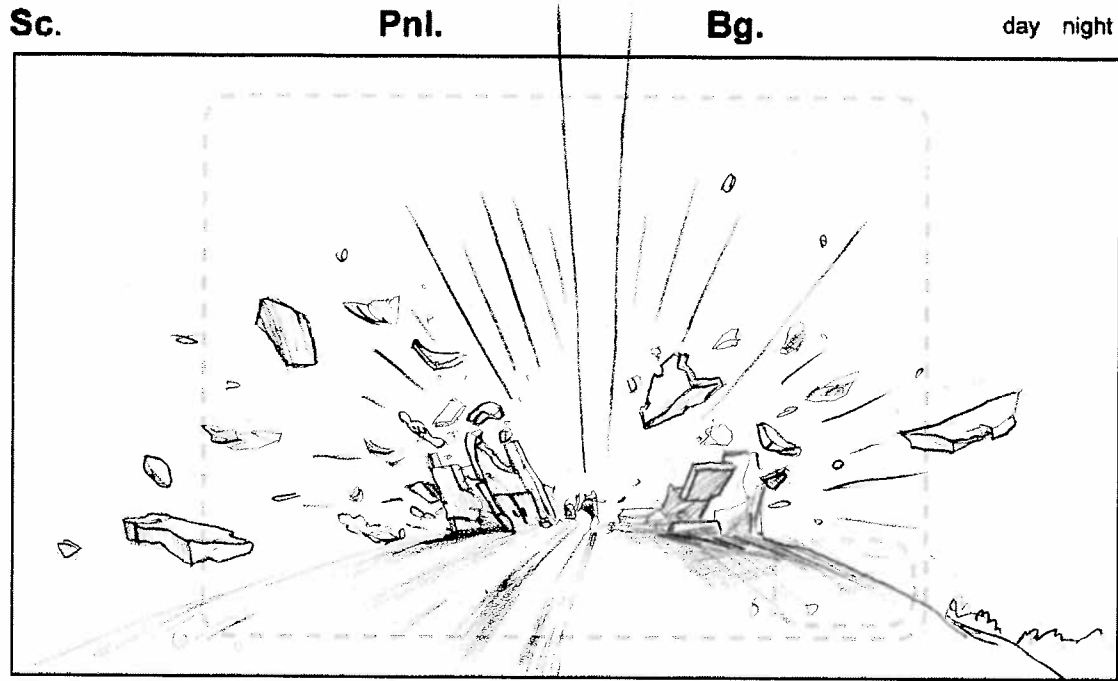
Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	= CRACK = (Continue Rumbling)		(Continue cracking & Rumbling	
Action:	ceiling cracks	mausoleum	shakes.	statuary falls and rolls down hill.
Timing:				

Production : EPISODE # 100877

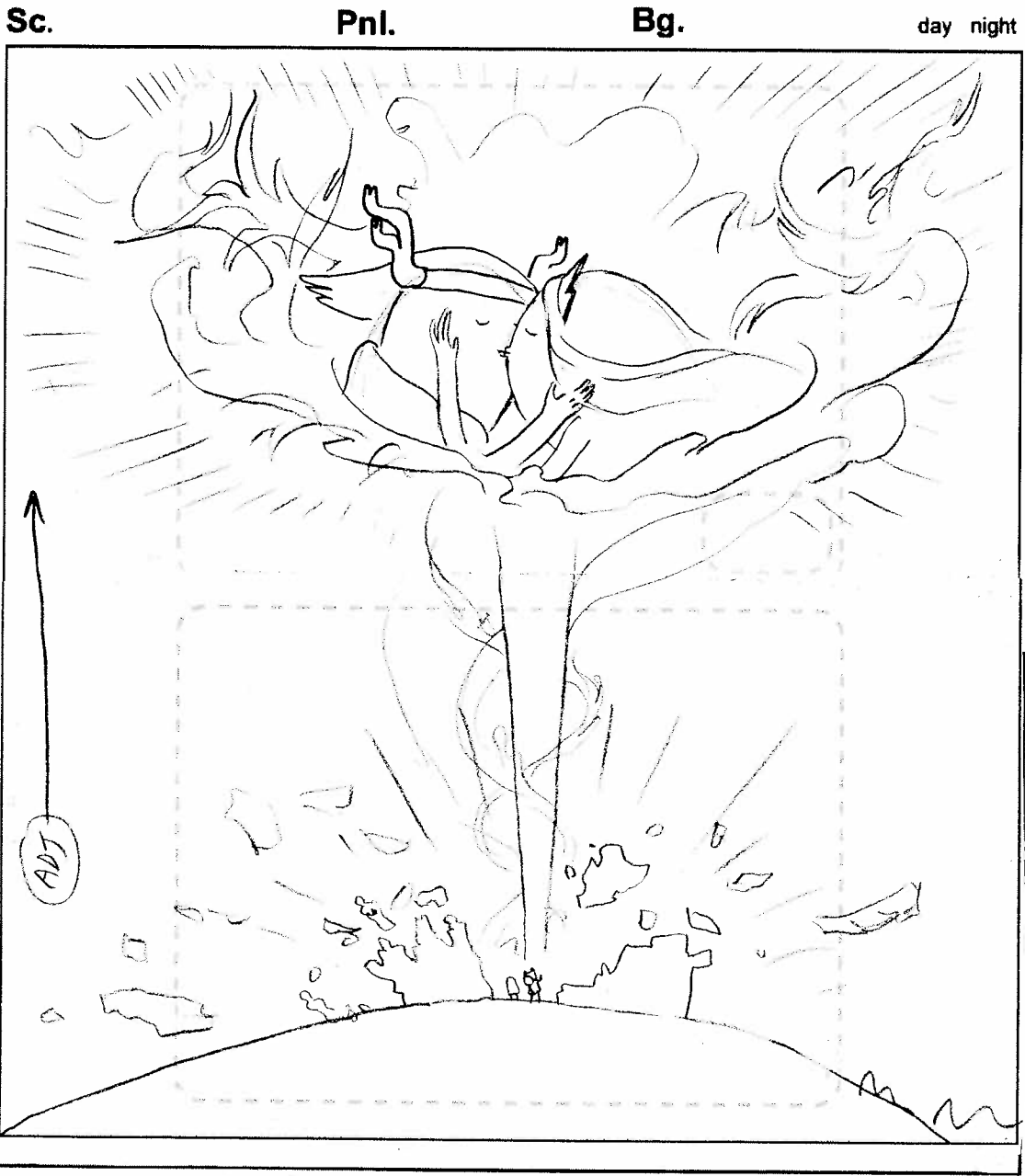
# ADVENTURE TIME



Dialog:

Action:

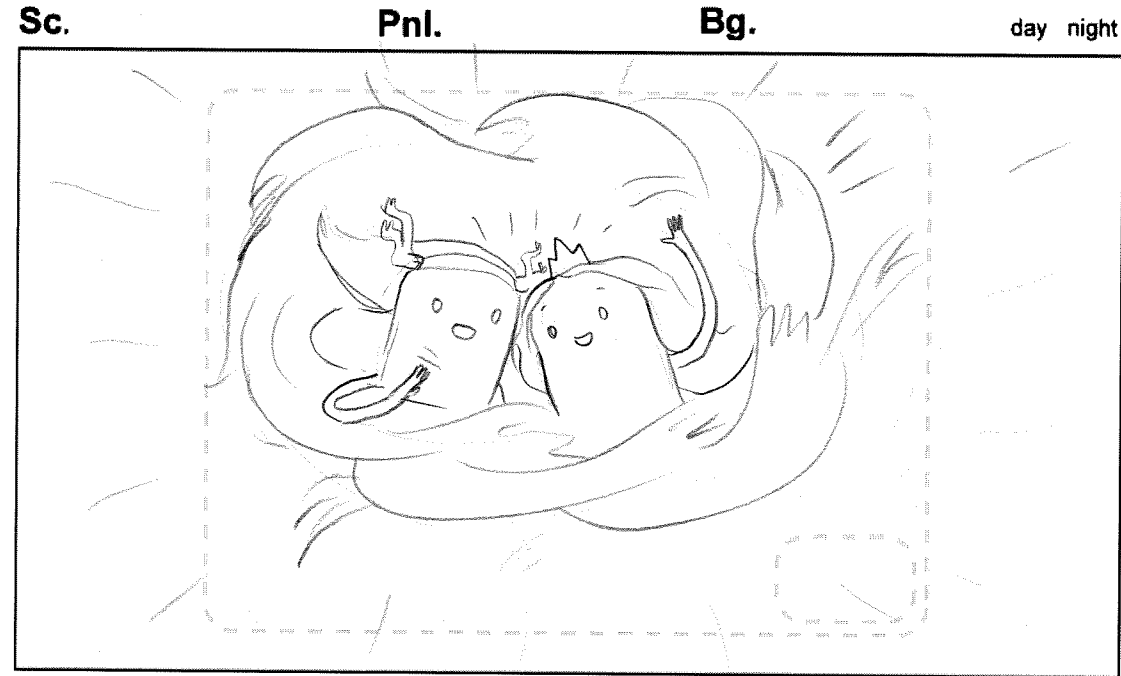
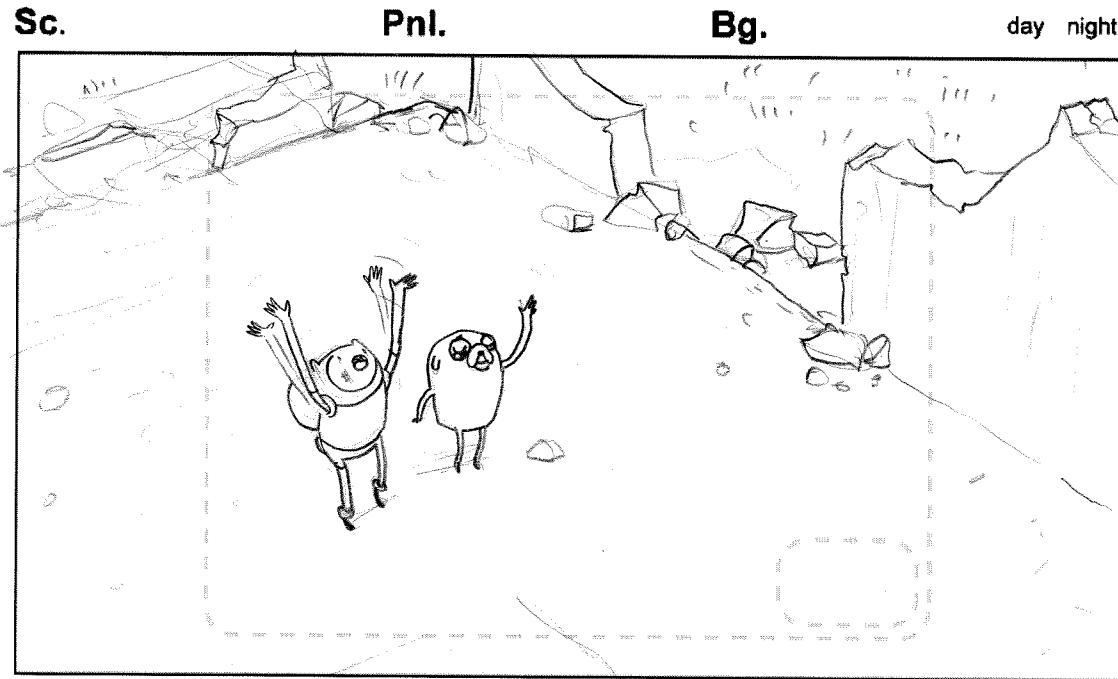
Timing:



# ADVENTURE TIME



Page 146



Dialog:	① Congratulations you kids ② haha! Yeah!	Clarence & GP: Goodbye! Thanks for everything!
Action:		
Timing:		

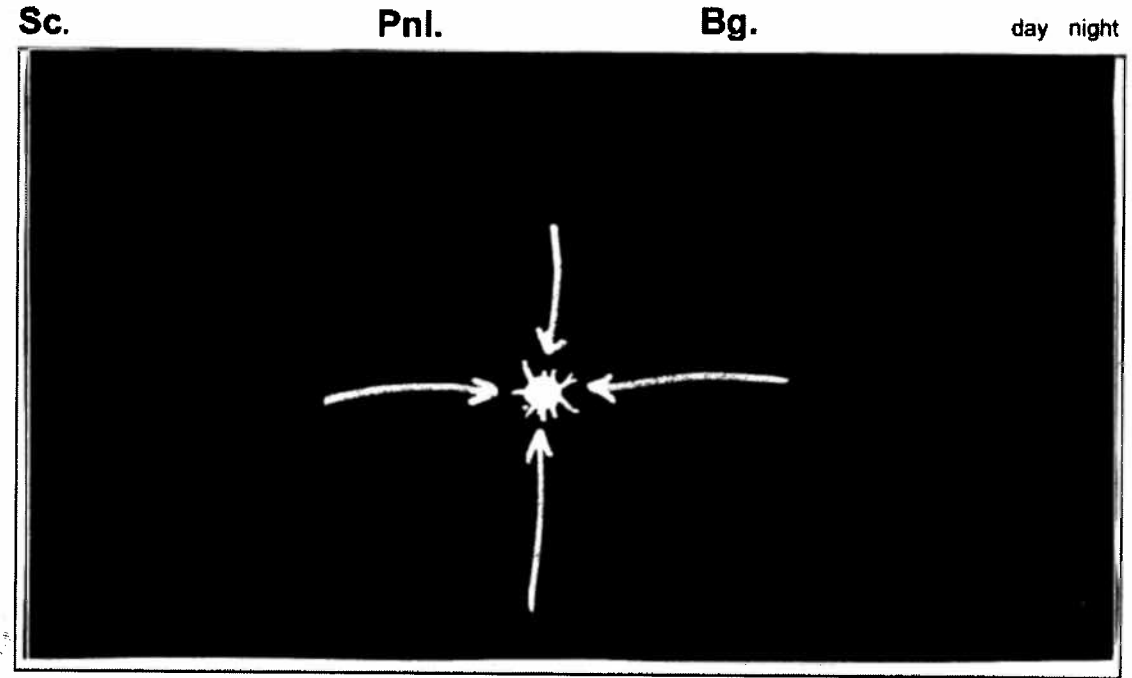
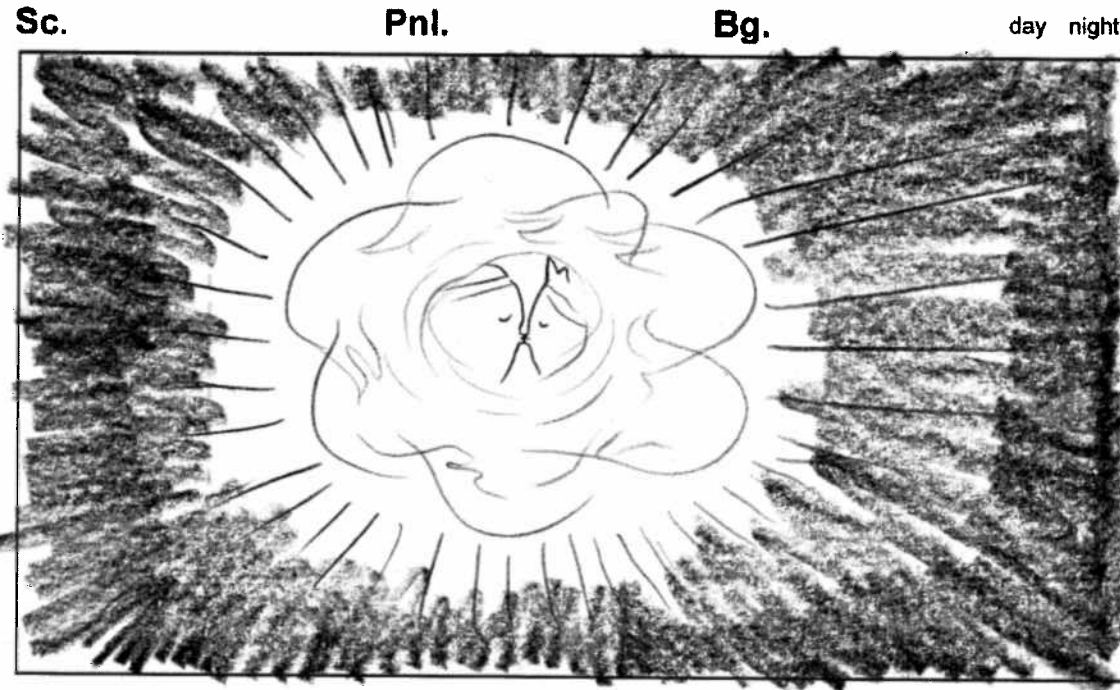
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 199

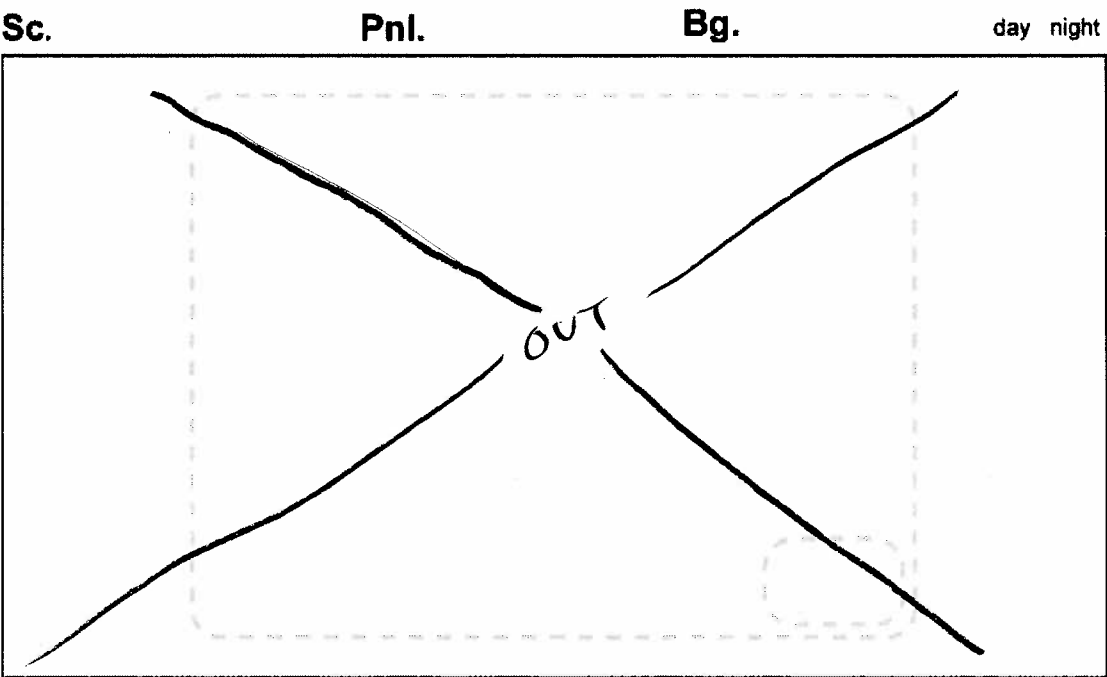
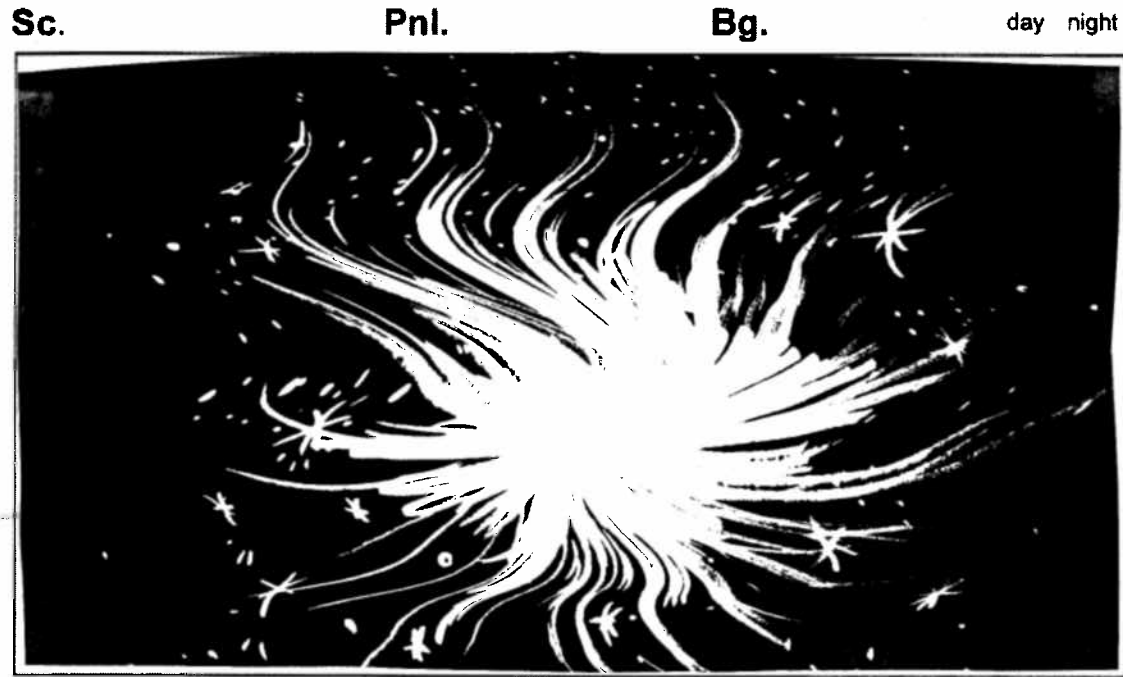


Dialog:	
Action:	Ball of light compresses to a dot.
Timing:	

EPISODE # 100877

Production :

# ADVENTURE TIME



Dialog:

!! KA POW!!

Action:

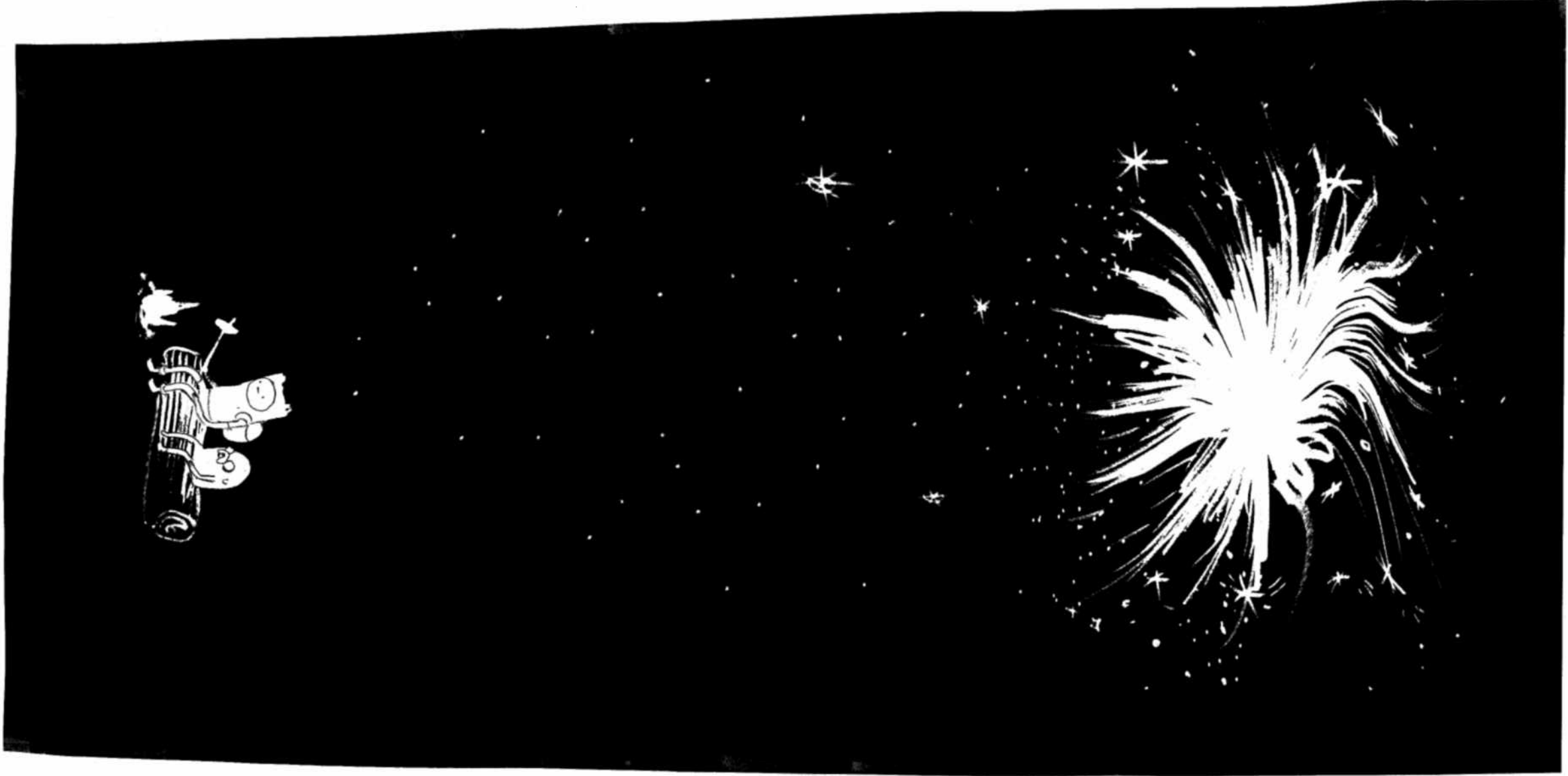
light explodes like fireworks

Timing:

EPISODE # 100877

Production :

PAN



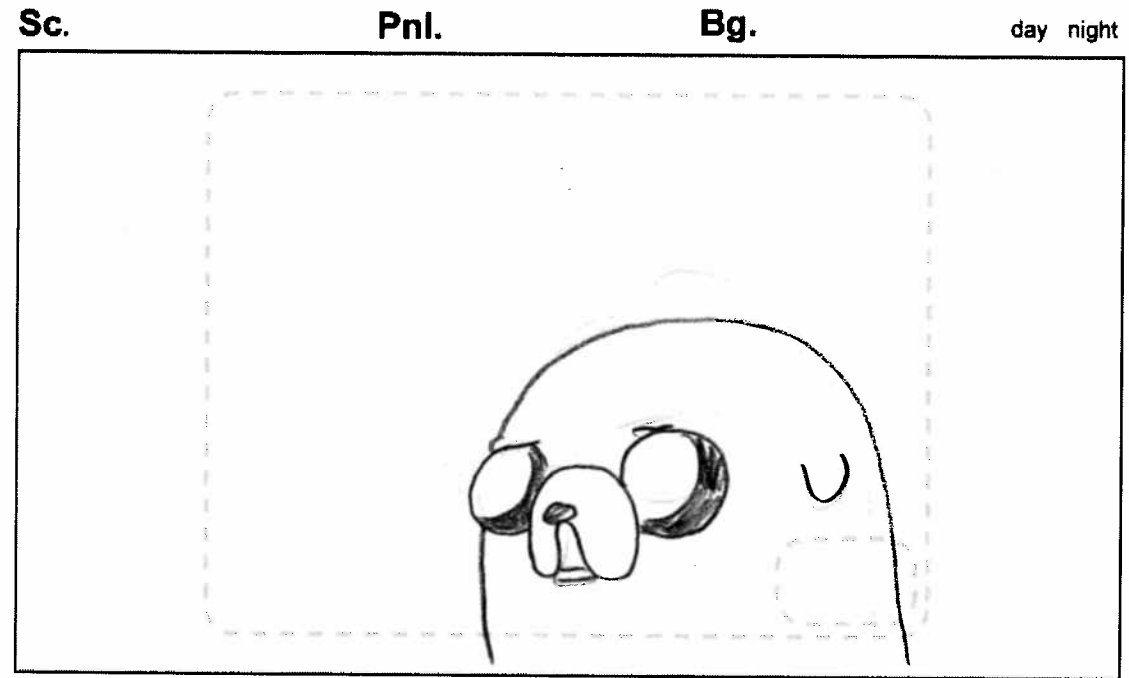
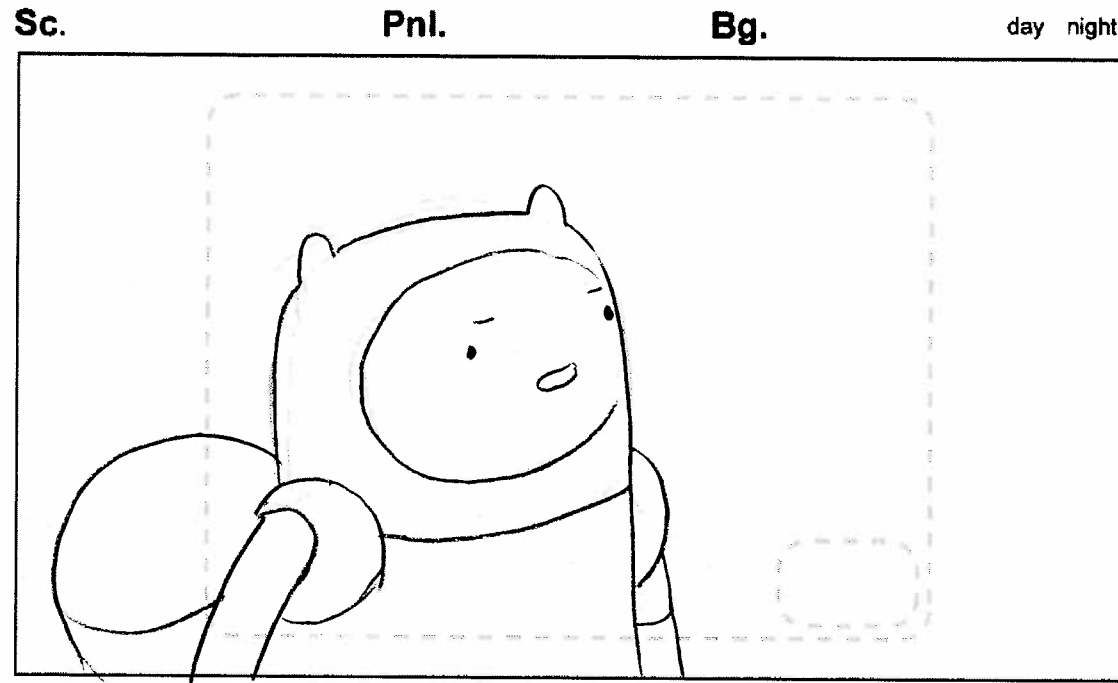
100877

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 202



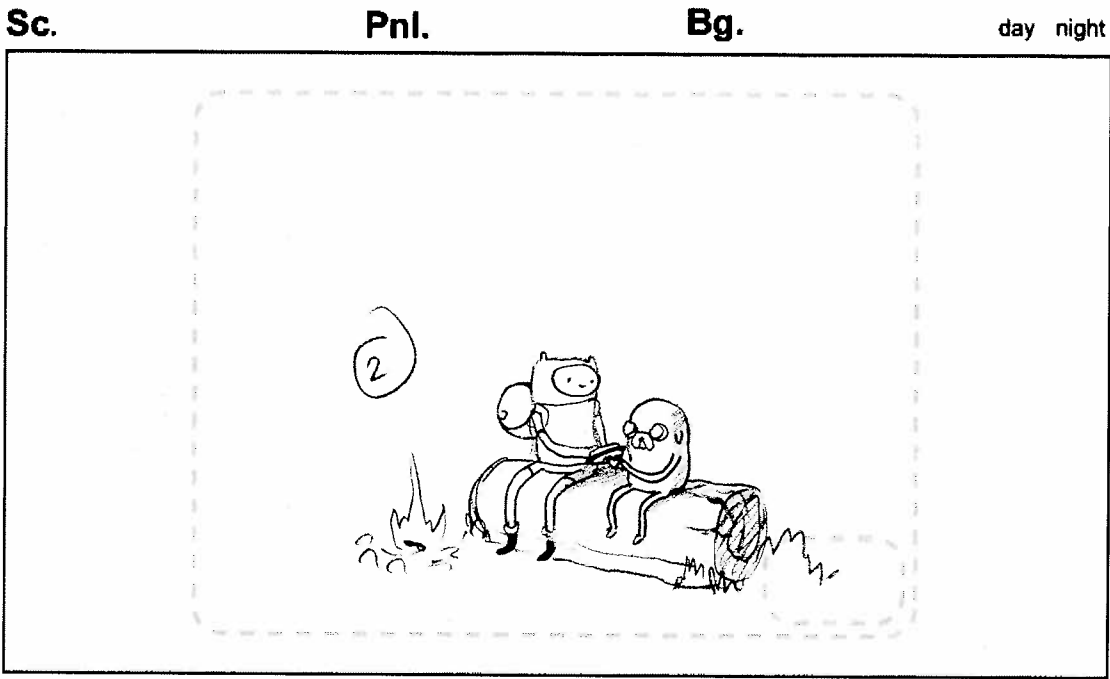
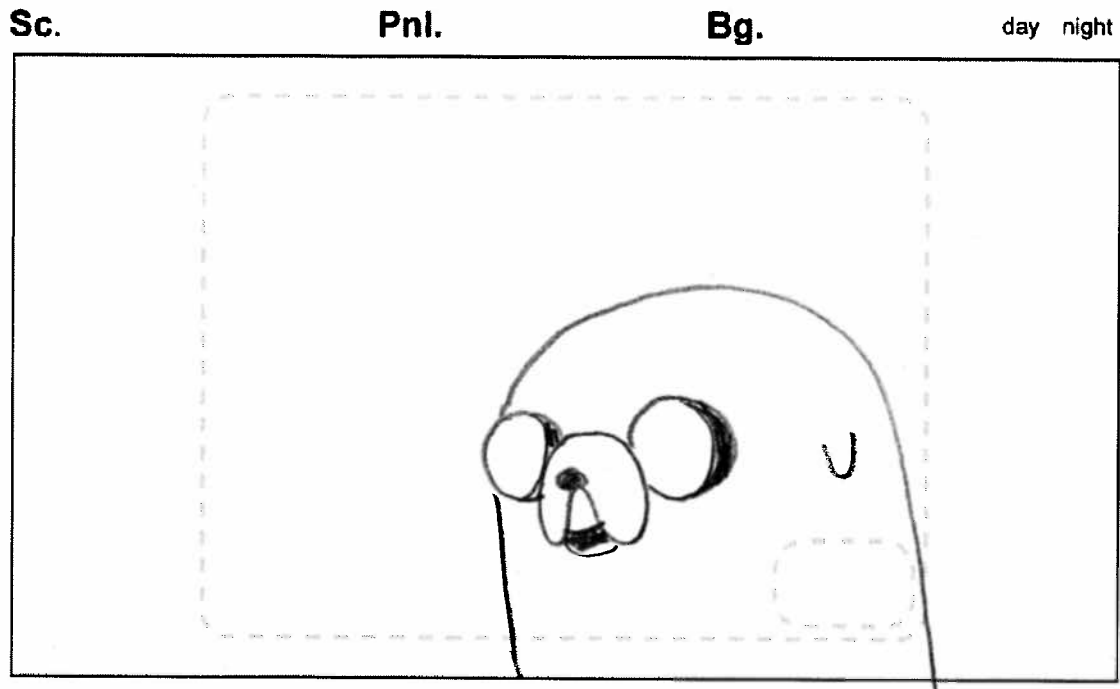
Dialog:	Ⓣ You sure you're ready for this, man? Ⓟ Yeah.
Action:	
Timing:	

EPISODE # 100877

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog: ① Gimme one of them cheesy dogs, man!

Action: ①

Timing:

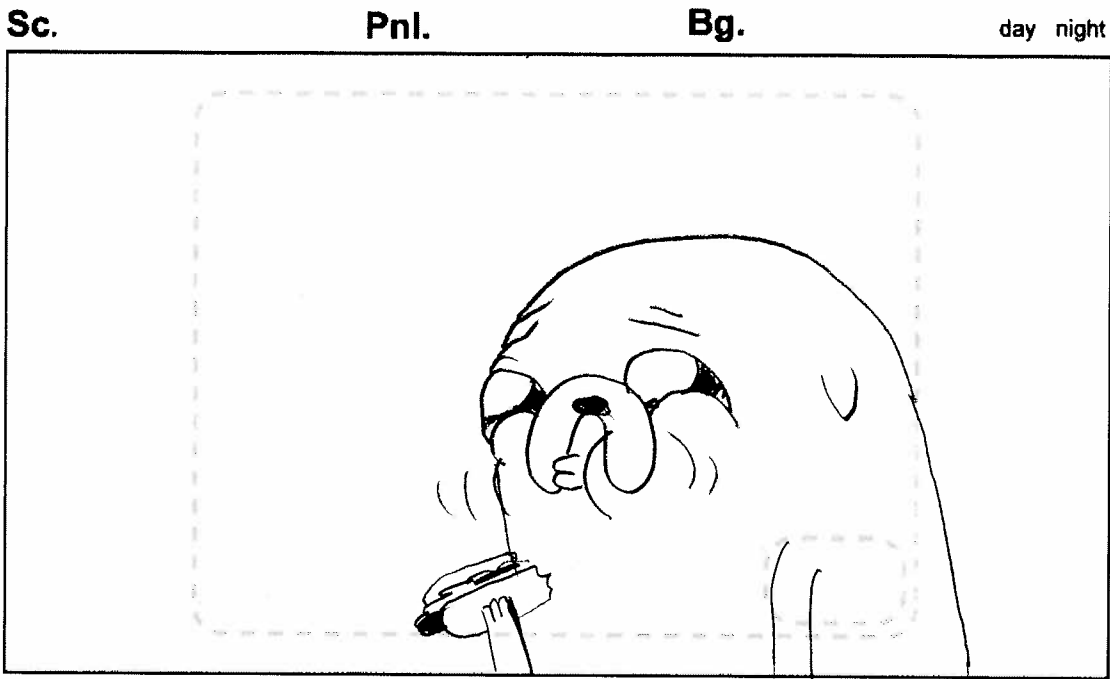
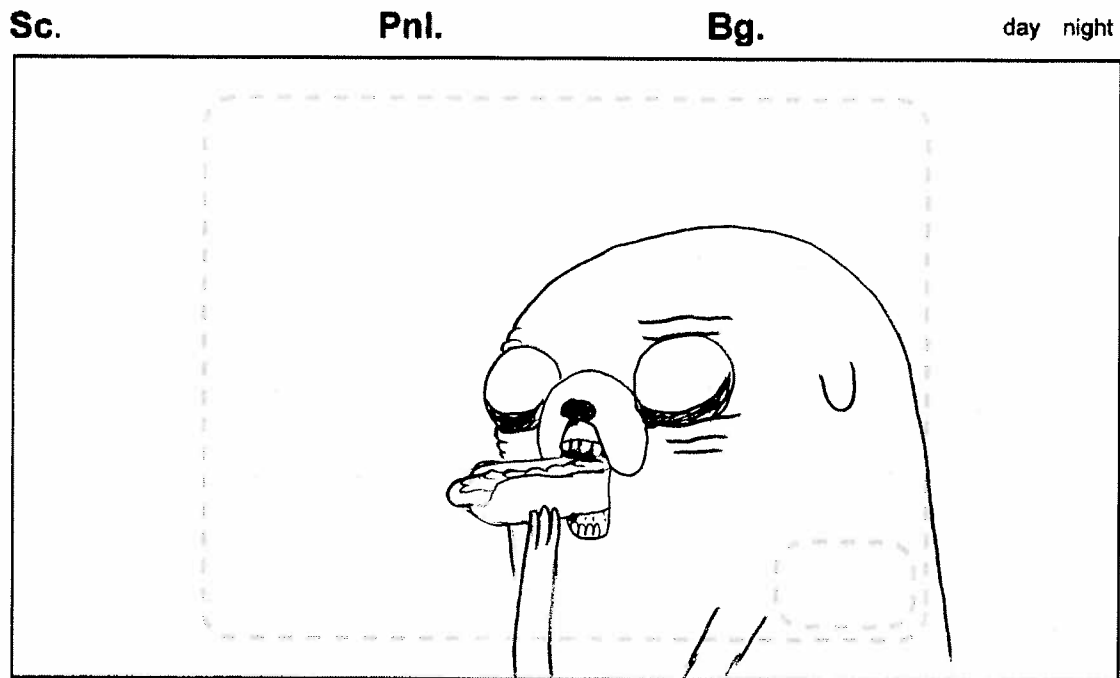
EPISODE # 100877

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:	(Chew. chew)
Action:	
Timing:	

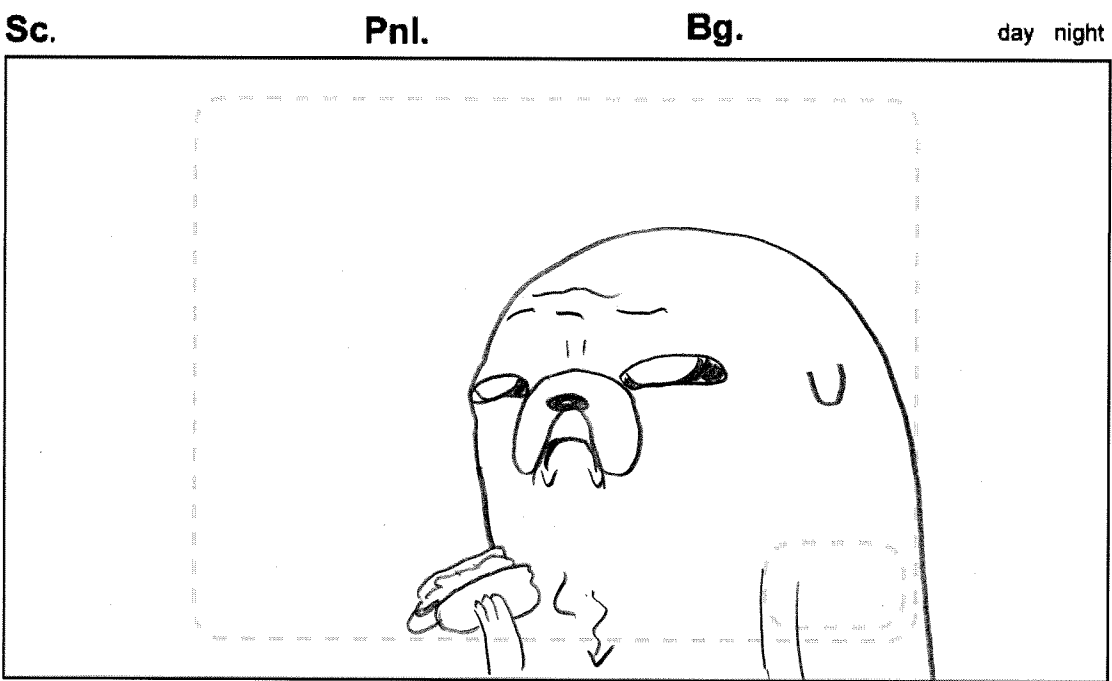
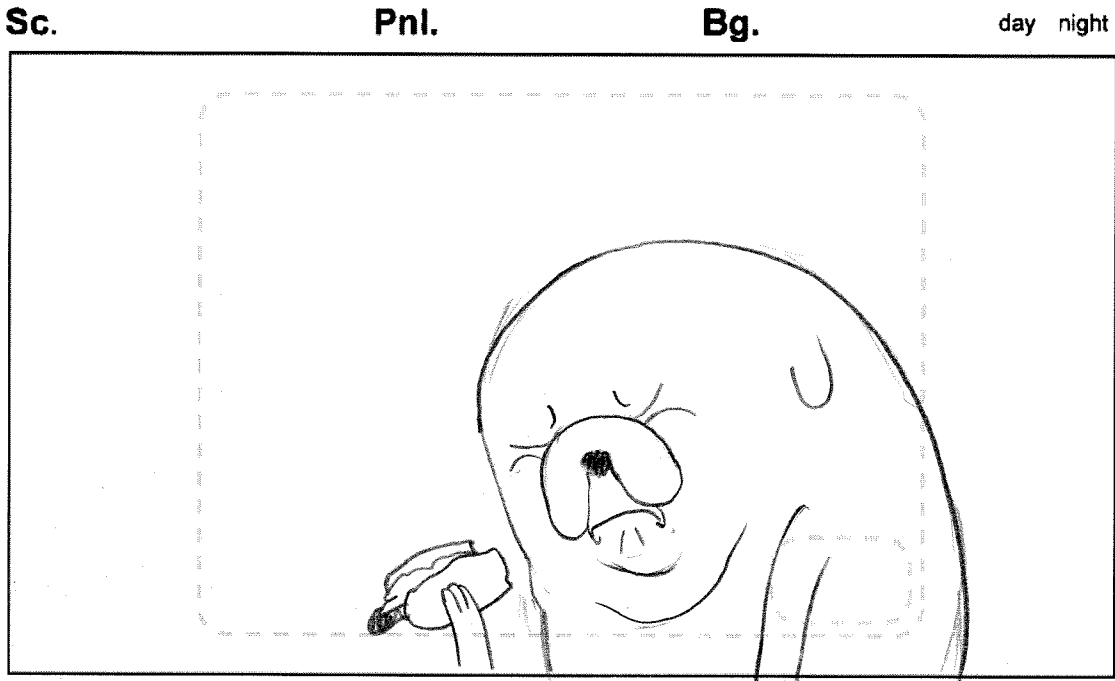
EPISODE # 100877  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 205



Dialog:
= Gulp =
Action:
Timing:

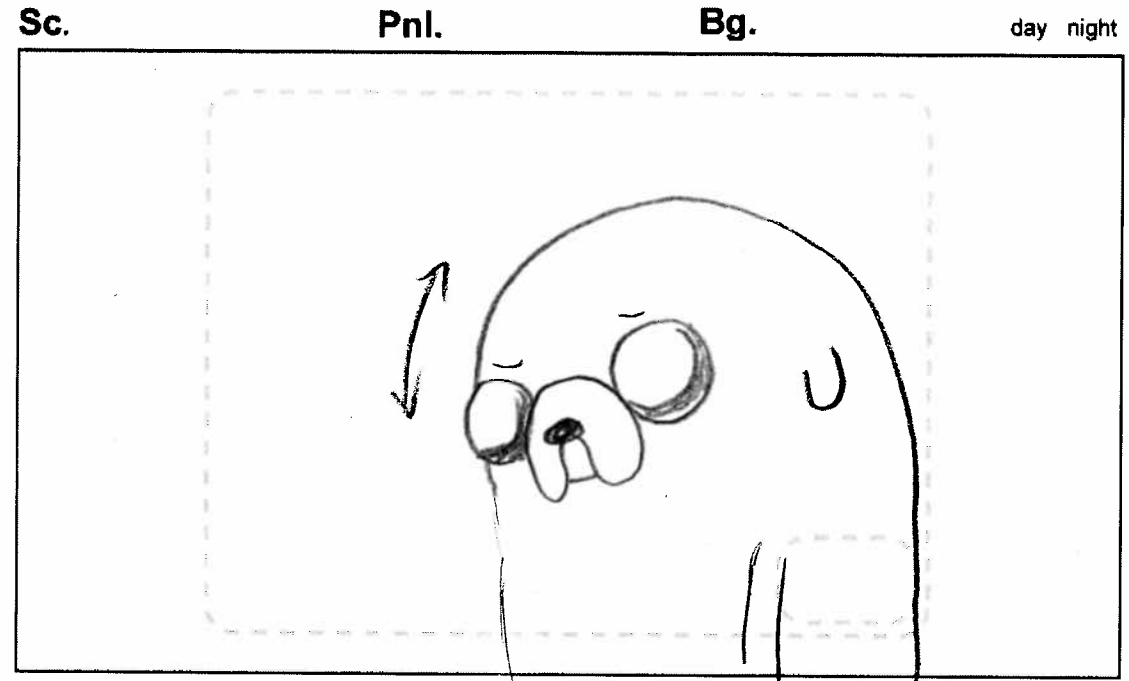
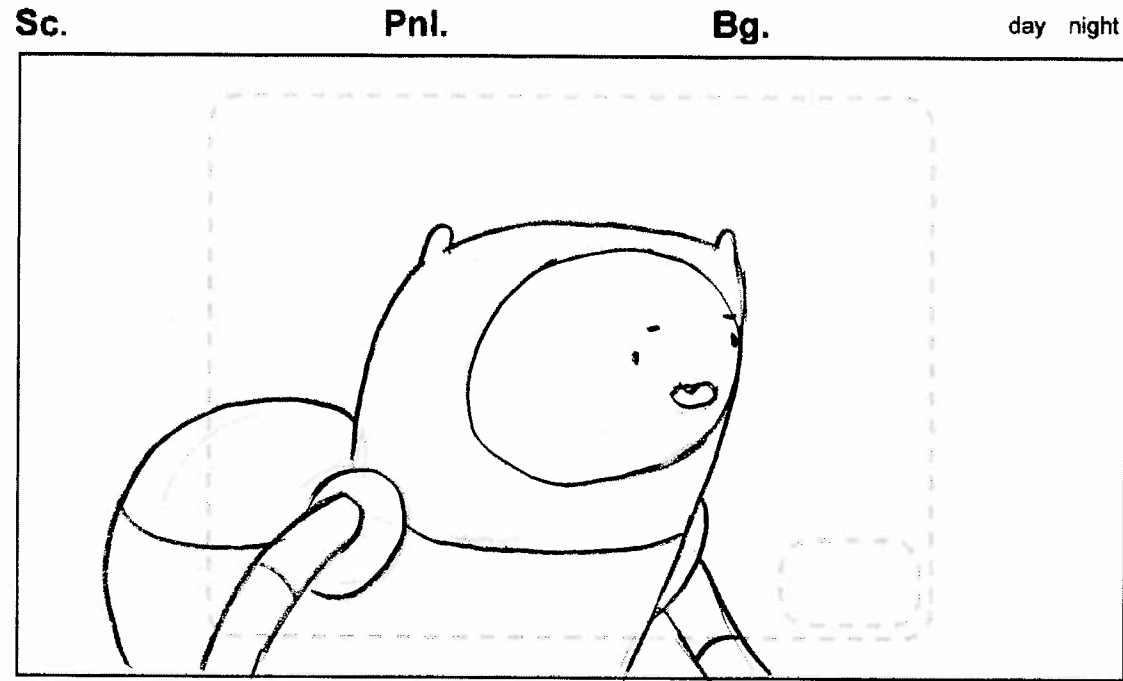
EPISODE # 100877  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 206



Dialog:	(F) All Gone?
Action:	(J nods yes)
Timing:	

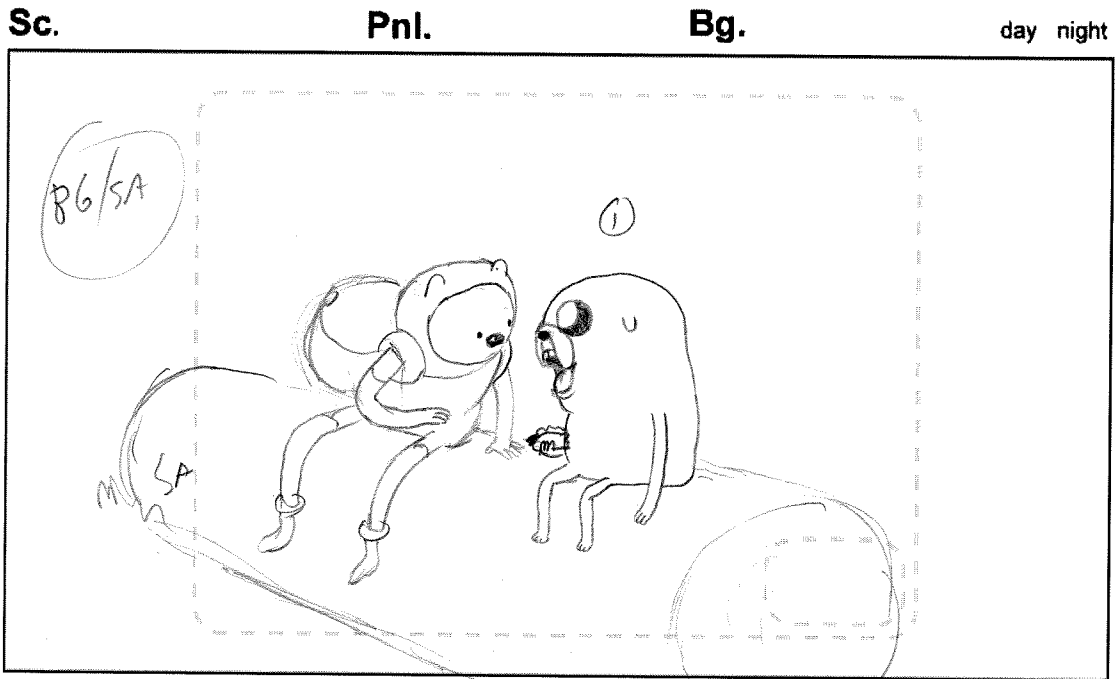
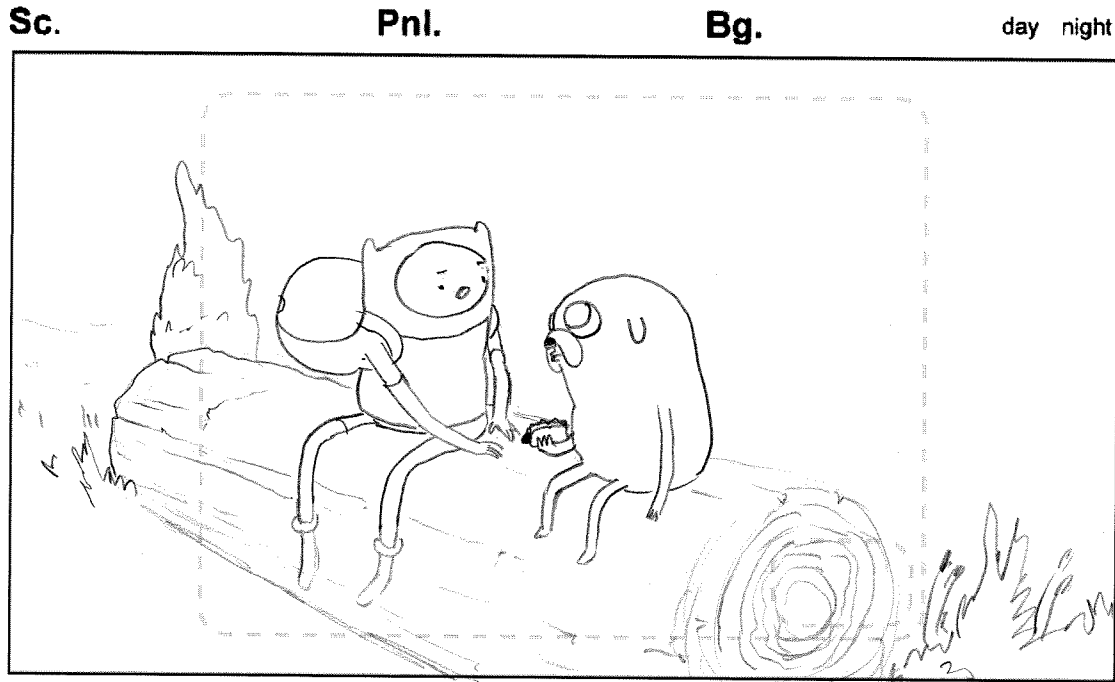
EPISODE # 100877

Production :

# ADVENTURE TIME



Page 207



Dialog:	(F) Lem me See e ~ !	(F) move your tongue left and right ..
Action:		
Timing:		

EPISODE # 100877

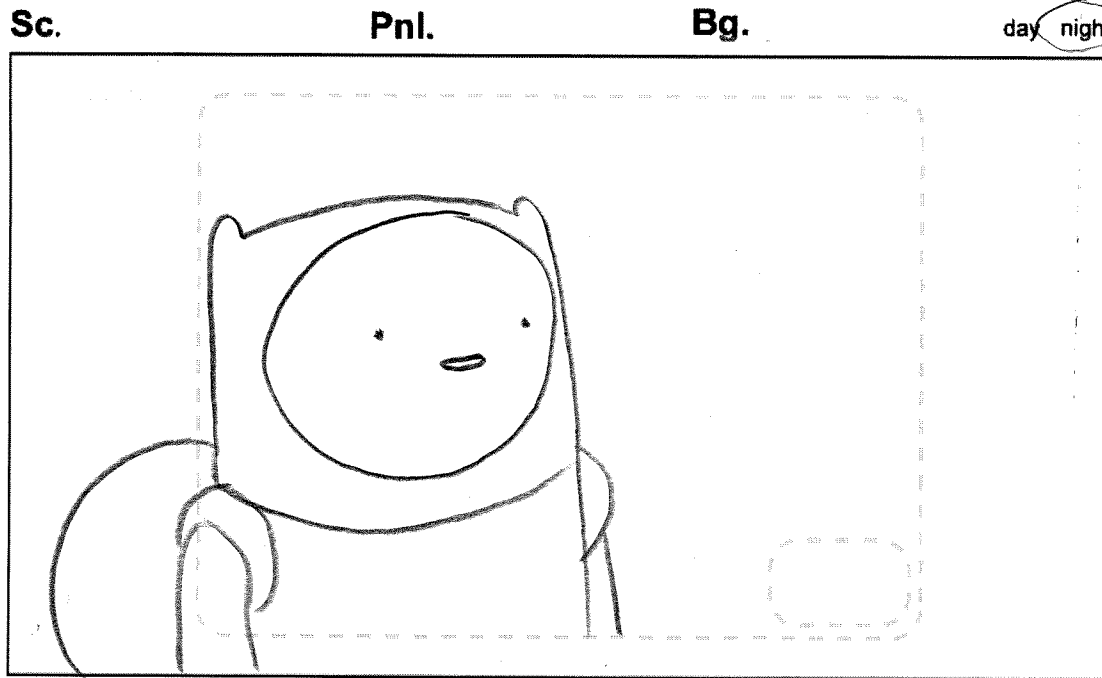
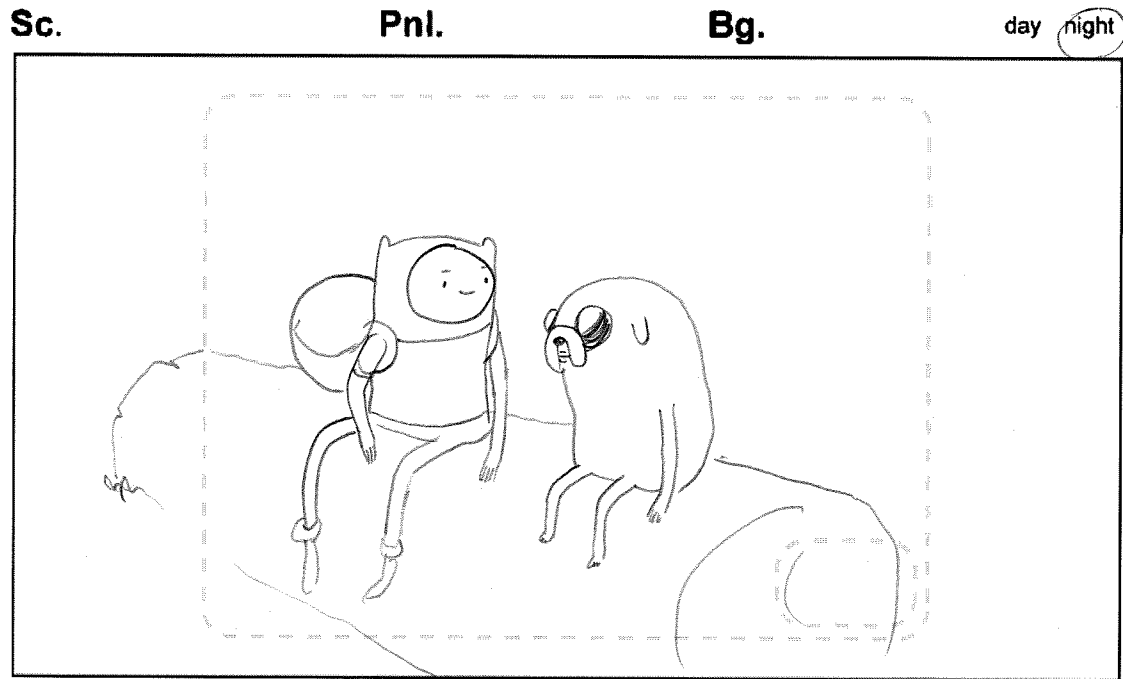
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 208



Dialog:	(F) I'm proud of you pal,
Action:	
Timing:	

EPISODE # 100877  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(F) real proud.
Action:	
Timing:	

Production :  
EPISODE # 100877